

ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

ISSUE 28 AUGUST 1990
DISK AND MAG \$2.95



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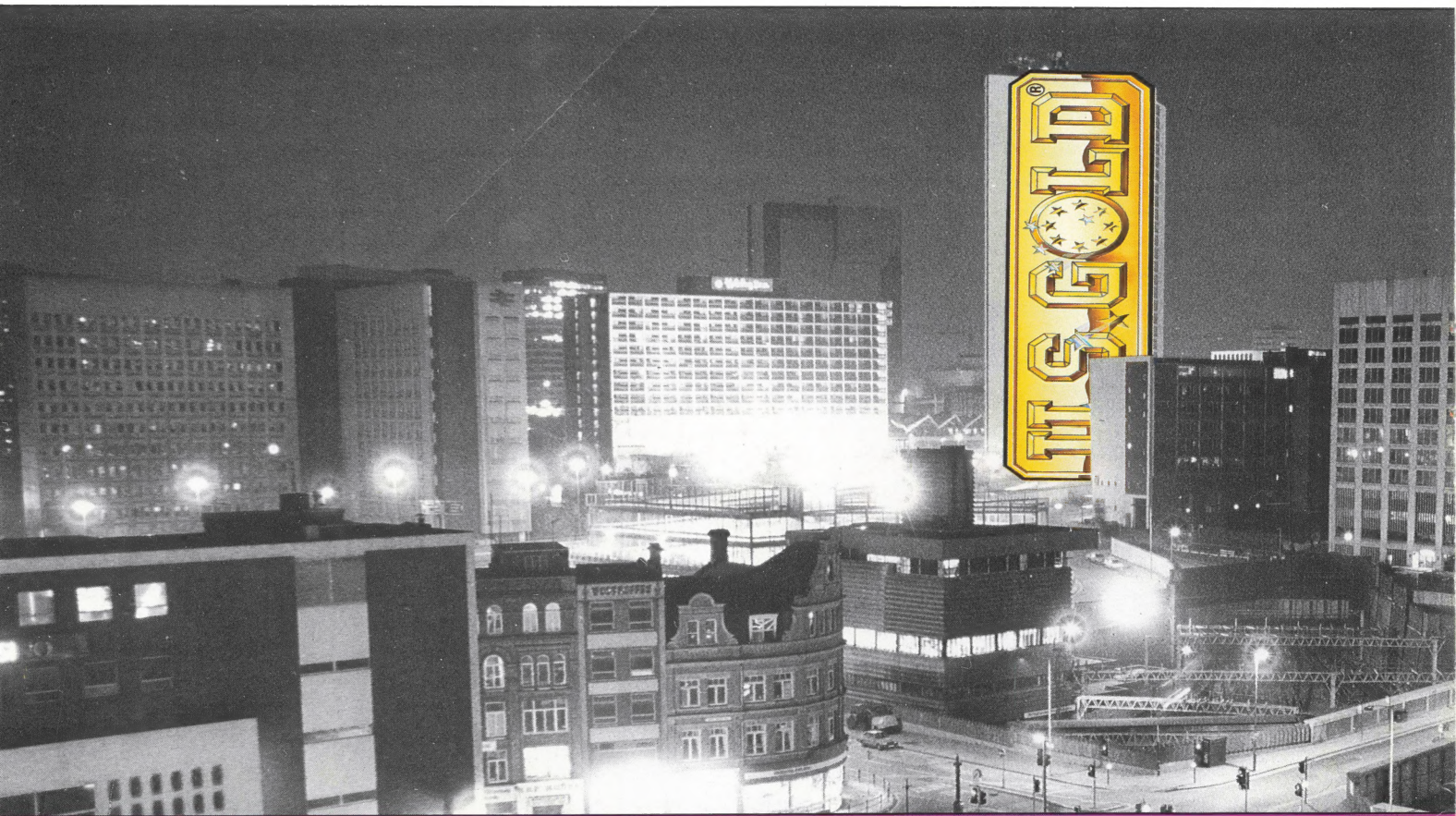
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EP 89



On every corner, in every street, a quiet revolution draws the generations of a new age into a spellbinding challenge against that icon of modern living... the computer.

If only the driving forces behind this revolution in entertainment could recognise with the same fervent enthusiasm the needs and desires of their devoted public.

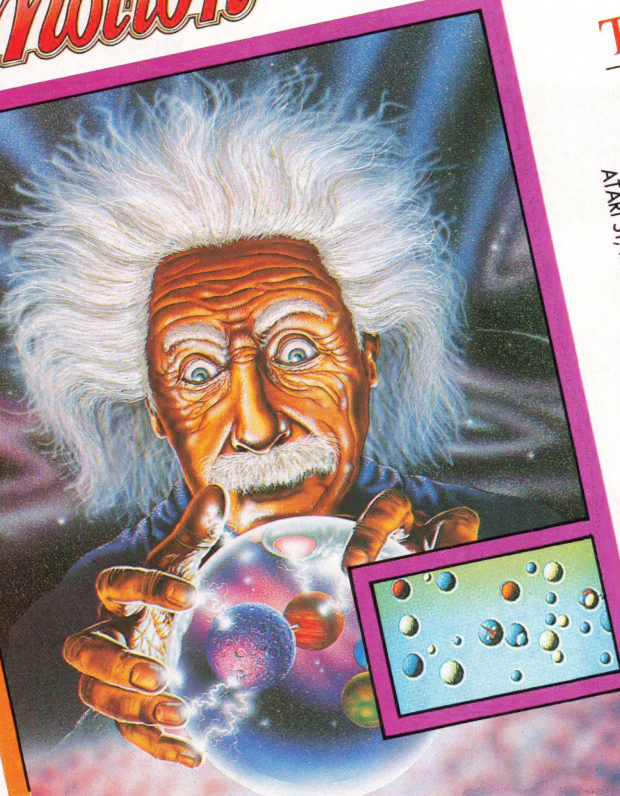
However, amongst those pioneers of computer games software stands one company, alone, a shining colossus in the art of computer entertainment. There is no other company that has displayed such enthusiasm, no other company that can demonstrate an unequalled track record and no other company that has recorded so many milestones in technical innovation, sophistication and breadth of product interest. From arcade action, through graphic adventure to strategic simulation there is only one company that has taken of the best to ensure the user enjoys nothing but the best.

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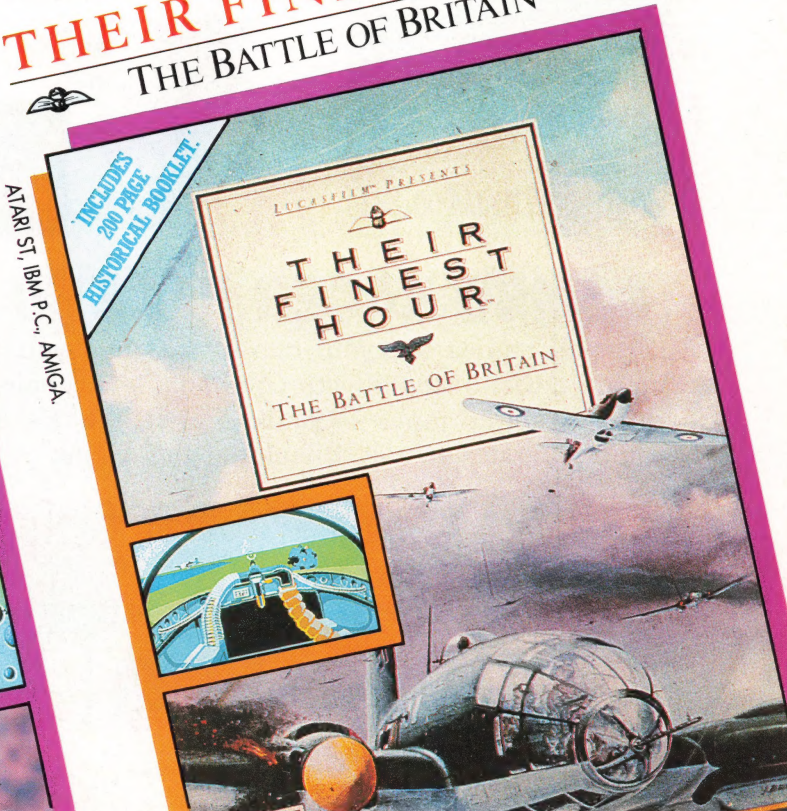
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FLOOD PAGE 68

If farty sound effects and gurgling bogs are your kind of thing then check out this watery release as you attempt to rid your home of alien nasties.

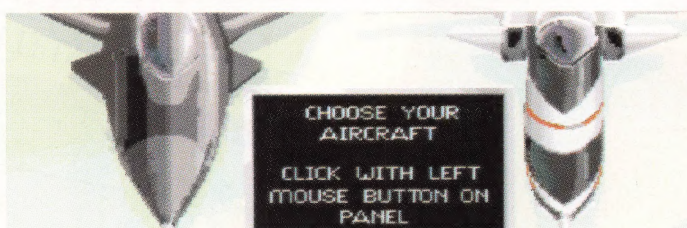
BLOCKOUT PAGE 54

Oh no! Not another puzzle game? You got it, and this time it's in glorious 3D. Rainbow Arts attempt to turn you bald with the release of their Tetris look-a-like, Blockout. Try not to rip your hair out as we put this mind-bender to the test.



F-29 RETALIATOR PAGE 72

As Ocean leap onto the flight simulator band wagon, STA climb into the pilot seat and test fly their latest offering which comes in the ominous shadow of the infamous F-29 Retaliator.

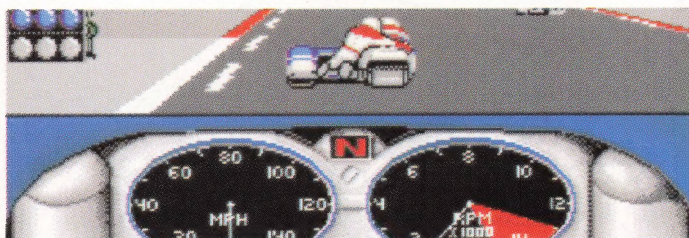


WIN!

We've got a sackful of prizes this month. Atari are offering three Lynx systems while Imageworks are offering you the chance to win a holiday to Florida!

COMBO RACER PAGE 40

If racing games are your cup of tea then you'll be more than pleased with Gremlin's latest hair-raising racing game - Combo Racer. What's a Combo I hear you ask. Check out the review.



SIM-CITY PAGE 36

Ever wanted to create your own city and then become Mayor? Well, here's your chance in Infogrames' Sim-City.

ACTION PACKED FEATURES!

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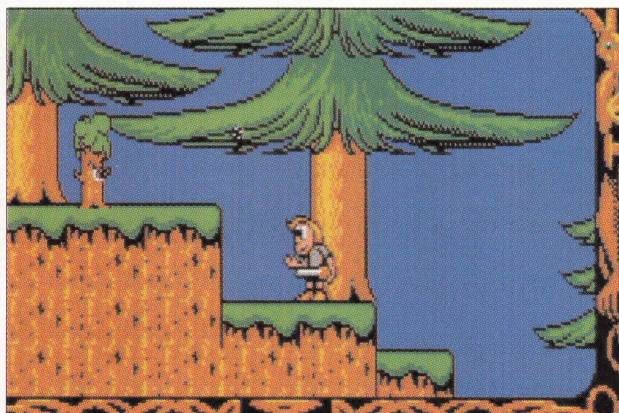
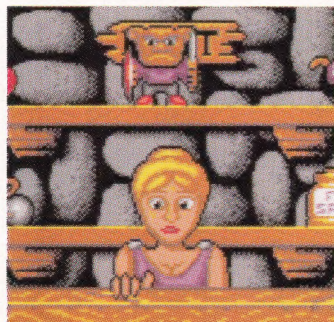


BACK TO THE FUTURE 2 PAGE 58

Marti is back and this time he's in even more trouble than before. We try and sort out his problems and get him back into his own time. Check out Marti's latest exploits.

DAMOCLES PAGE 64

Novagen astound us once again with ultra fast vector graphics and a vast play area.

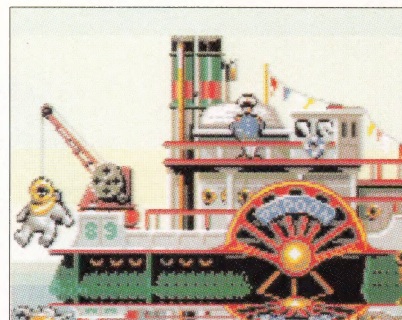


VIKING CHILD PAGE 60

It looks like the prophecy has come true and the Viking Child is on his way to save his home land. We check out this latest platform extravaganza and give you the low-down.

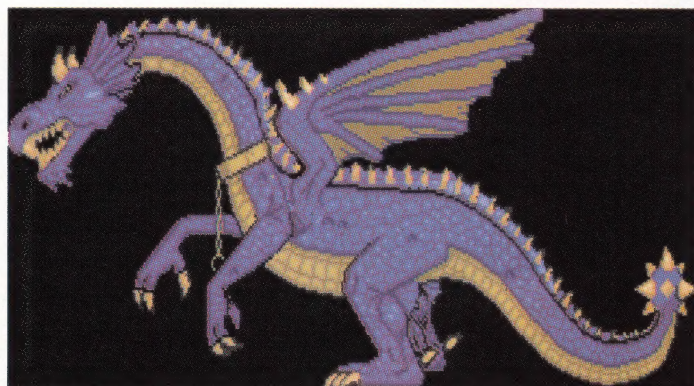
TREASURE TRAP PAGE 74

Those classic 3D Ultimate style games have finally arrived on our humble ST's thanks to Electronic Zoo.



MEGA ACTION COVERDISK PAGE 19

Wow! Have we got some great demos for you? This month our coverdisk features three first-class demos. Side one boasts the Bitmap Brothers' latest venture, the incredible Cadaver. Now you can actually experience this 3D extravaganza for yourself! Meanwhile, Wired Software's brilliant platform romp, The Viking Child, will keep you amused for hours. The demo features a fully-playable single level of this highly polished game. Double-sided disk drive owners will also be able to sample the delights of Arc's maze-style game, Pyramax.



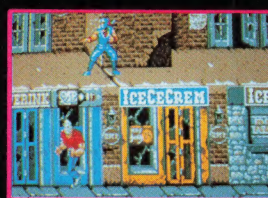
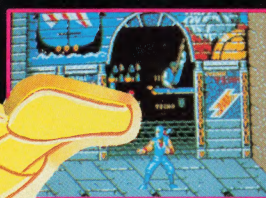
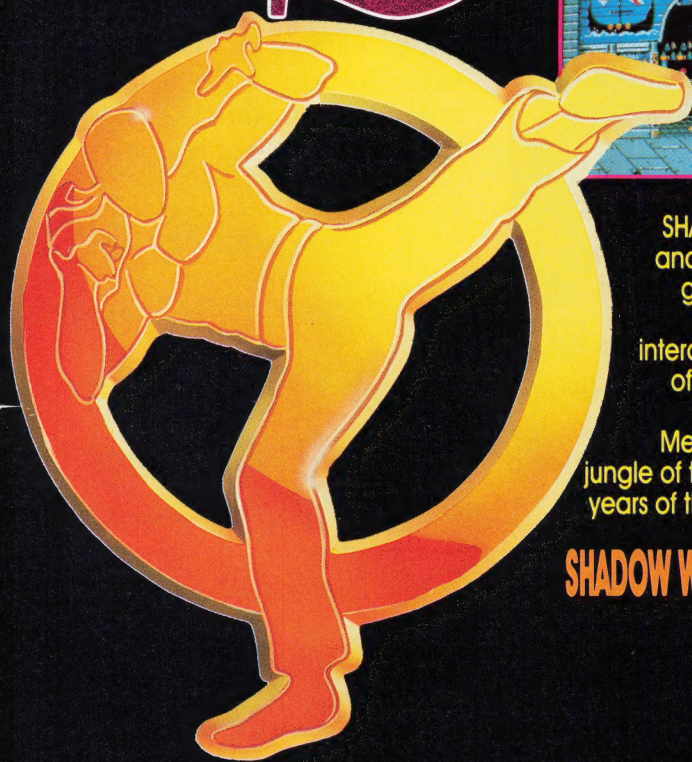
GTGA: COLORADO & DRAGON'S BREATH PAGE 46

At long last, we have the second part to Palaces Colorado and thrill you with the complete, yes the complete, solution to that excellent game, Dragon's Breath.

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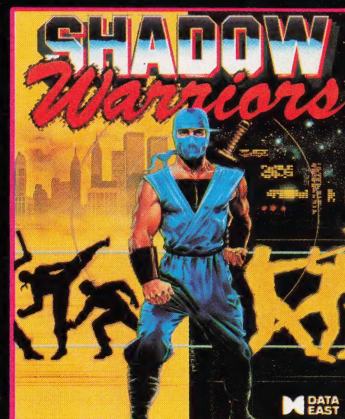
SIGNS



SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

FEATURING interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets

SHADOW WARRIOR...the hero of the nineties.



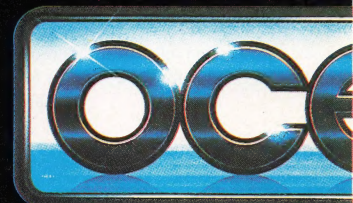
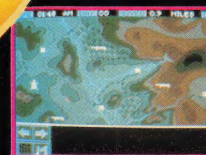
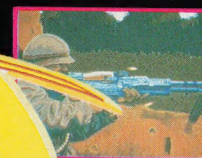
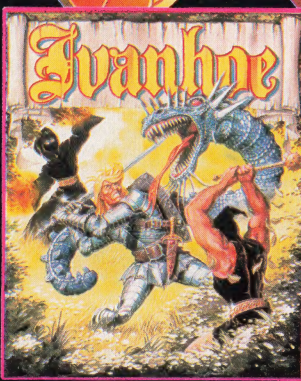
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IVANHOE

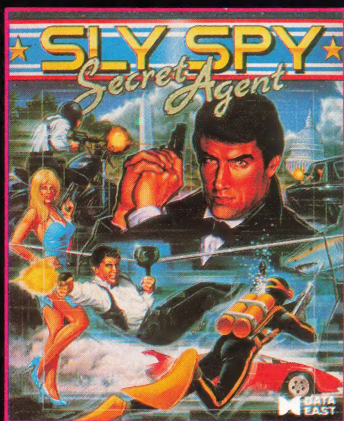
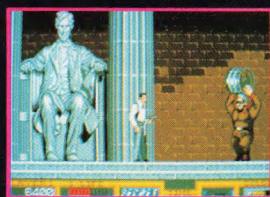
Enter a mediaeval era in a mystical world where Ivanhoe, our chivalrous hero, pursues a perilous quest... a quest from which most mortals would flee! Strap on your armour, take up your sword and brace yourself to face the magical powers of the most evil of wizards, the plunderous pirates, the most awesome of dragons and a host of hideous 'beings' in this land of legends. Superb animation, of cartoon quality and beautifully executed graphics create a visual impact unrivalled in the media of interactive entertainment.

THE LOST PATROL

WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME. Our chopper tailed-out after taking a hit.... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia...Jeez, will this stupid war never end!



THE TIMES



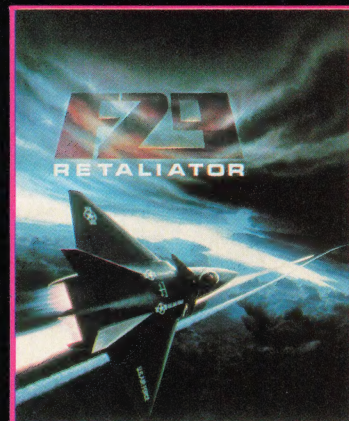
The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

**ESPIONAGE EXTRAVAGANZA
FEATURING 9 LEVELS OF HIGH ACTION!**



X-C

"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!" Zzap 97%.



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ATARI ST AMIGA

ACTION NEWS

THUNDERSTRIKE UPDATE

If you bought last month's STA, you will have enjoyed the experience of flight in Millennium's brilliant Thunderstrike. Now Millennium have made the decision to improve the general presentation of the game such as still screenshots, and have called on the skills of graphic artist Ian Harling. Harling was responsible for the atmospheric graphics in the Vietnam war adventure *Lost Patrol*. Thunderstrike is due for release over the next few months and so Ian is currently working night and day to meet the deadline - what a trooper!



This shot of Ian Harling has done Yeoman service for STA - this its third airing in as many months.

Summertime and the living is easy... So here we are, the August issue of your favourite ST magazine and everything is hotting up ready for the September show and the Christmas rush. Technology is also improving at an alarming rate, Atari have announced the imminent release of the ST CD-ROM system. Quite what effect this will have on us users is hard to say. Naturally, CD-ROM technology isn't going to be cheap but when it finally catches on and the hardware becomes a little more affordable everyone will want one. Many software houses have already started producing CD-ROM games, just look at the Sierra news. Well, enough of me, you read on while I dream of things to come.

MILLENNIUM CHALLENGE

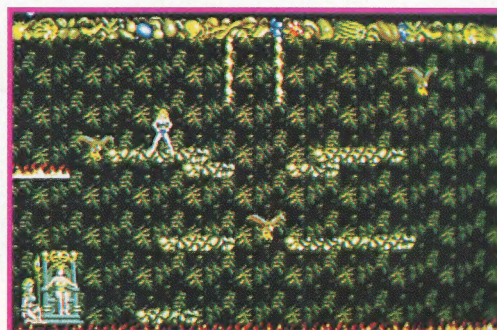
"Attention game freaks!" Exclaimed a recent press release from Millennium. "So you rate yourself as an ace games player?" It continued in a similarly challenging manner. Then: "You're nowhere unless you've tried Yolanda - the fastest and most difficult platform game ever... well probably." After playing the game in question during a recent visit to Millennium HQ, I'd say their claim is definitely substantiated. The game is based on the Steve Bak classic,

Hercules. But Yolanda, is the offspring of Hercules and much improved and enhanced to meet today's requirements. The game really is a battle of speed, reflexes and wit against a truly tough game, spanning some fifty levels with the twelve tasks of Hercules cleverly interwoven in the action.

If my knowledge of classical history serves me correctly, Hercules was cursed by the goddess of death, Hera, and then shunned by all of mankind. In Yolanda, your only

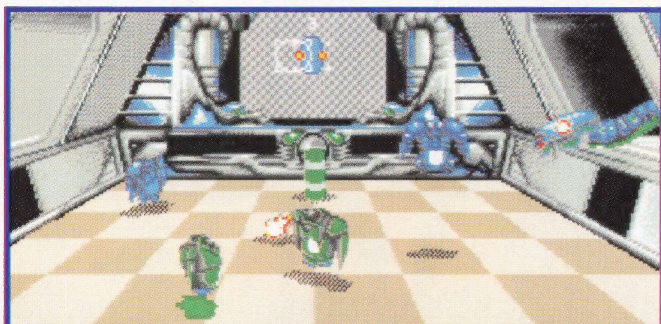
hope of lifting the curse is to battle through this relentless and merciless action and

complete all twelve of tasks, and there's even a random test selector which allows you to choose which task to attempt next. Yolanda has been designed by one of the most experienced and respected game designers in the industry,



Yolanda proves that looks can be deceiving, as this traditional-looking platform-style game is literally busting with invention and originality.

MICROSTYLE'S GREAT BALLS OF FIRE



Fireball is a sort of cross between Rollerball and Soccer. The aim of the game is to score goals and kill off the guarding salamander

Microstyle have recently acquired a new game by the Hot House programming team. Fireball is described as having the skill of soccer, the speed of ice hockey and the sneaky strategy of rollerball. Played within a 3D energy dome the game is played between two, two-man teams. Eight heavily armoured teams take part in the play off and the object is not only to score goals, but also to kill the Salamander keepers who guard the goal

portals. The play area, or Hexorium, contains eight goals, four per team, these are better known as Dragonheads. The ball is a molten orb, known as the Fireball. This can only be handled by the players for a limited time. To overcome this problem, the players wear heavy armour traditionally known as Ovens. Only when a team has successfully killed all four of the opposition's deadly Dragonheads will the game be won. Fireball will be available sometime during August and will cost £24.99 on the Microstatus label.



HIDEOUS MUTANT LIFE FORMS LURK AROUND EVERY CORNER

FEDERATION QUEST 1 B.S.S. JANE SEYMOUR

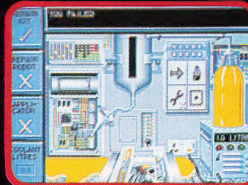
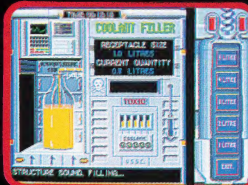
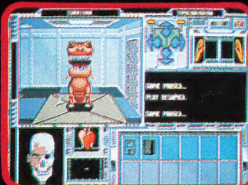
A fleet of huge biological survey ships has been immersed in deadly radiation, with many alien life-forms roaming its rooms. Your mission is to penetrate the ships, locate and repair the damaged systems, capture the aliens and finally, steer the fleet back home. This mammoth strategy role playing game encompasses more than 4,000 rooms spread across 20 ships.

Available on:
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"Hugely entertaining and deeply involving."
Steve James, *CU Screen Star*.

"If you have a spare 3 weeks and a coffee machine next to you, buy Federation Quest 1 BSS Jane Seymour."
Paul Glancey, *C&VG*, 91%

"Well executed, well playable and well worth a look."
Paul Lakin, *Zero*, 89%



Screen shots from various formats.

All mail order enquiries to: Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423

LEARN TO FLY IN JUST SIX DAYS!

Chuck Yeager has been flying for as long as he can remember. The old, bold pilot has been into computer flight sims for nearly as long. Now, Electronic Arts are proud to announce the release of the Chuck Yeager Advanced Flight Trainer 2.0. The program will allow would-be pilots to test their skills with a range of aircraft including, Spads, P51's, F18's, X-29's, the deadly FY-117A Stealth Fighter and even

the N.A.S.A. Space Shuttle. The program caters for every imaginable camera angle and even includes night flights. The programmers have included a special formation flying section in which you can test your acrobatic skills with either the Blue Angels or Thunderbirds acrobatics teams. You can even compete in races, saving your best performances as you go. In addition, the Flight Trainer

also lives up to its name by teaching would-be pilots all the tricks of the trade. The game comes complete with a six day training program over which you can learn the basics of flying before you start trying your hand at the fancy stuff. July should see this arrival of this ultimate flight simulation and lessons are going to set you back £24.99. Still, it's a lot cheaper than the real thing!



Chuck's trainer will teach you all the aspects of flying in just six days. At only £24.99, it's got to be cheaper than the real thing!

With Chuck Yeager's advanced flight trainer you can try your hand at all-manner of planes from the very latest F117A Stealth to this, a rickety old bi-plane.

These latest levels sees your knight scouring around in the castle dungeons. You got to admit it, those graphics look pretty awesome.



BITMAPS WORK ON CADAVER IMAGE

Did you rip this month's coverdisk off of the cover and boot-up the Demo of the Bitmap's long awaited Cadaver? Pretty impressive stuff, eh? Since the boys began programming the game, the project has gained in size. I won't burble on about what its all about, you can read that in the disk pages. However, you'll be glad to hear that the game now comprises of five levels each containing about seventy puzzle-ridden rooms. Imageworks are confident that the game will be the game of 1990. Cadaver is to be released during September and will cost £24.99. Until then take a peek at these latest screen shots of the castle's lower levels. I'm sure you'll agree, they're pretty impressive.



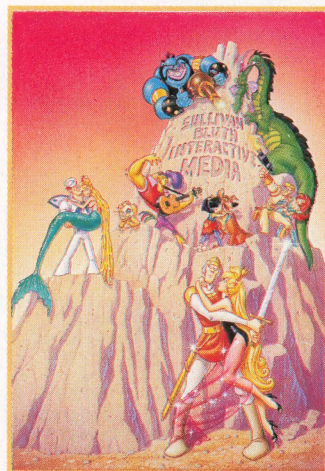
Cadaver is growing all the time. Imageworks report that the game now comprises of five levels with seventy or so rooms on each one.

BLUTH BLUNDER IN COVER COMPETITION

Many readers have called in to point out that our cover competition from last month was impossible to complete. Having checked the pages in question we were all horrified to find that the last right-hand column had completely disappeared. Who was behind this fiasco? Was it Whitey, the mild-mannered reviewer? Nick, the highly-pressured Editor? Maybe, it was Steve Merrett, that low-down, one-

time STA member, Editor of Amiga (yuk!) Action? In fact, it wasn't any of these. When the magazine was on its way to be printed, the offending line was accidentally dropped off, creating much chaos when the blunder was noticed. So, if you are entering the compo, ignore the fact that you can't find ST ACTION and forget the fact that you can't find the B in BARNACLE BILL. To allow time for more entries, just find the

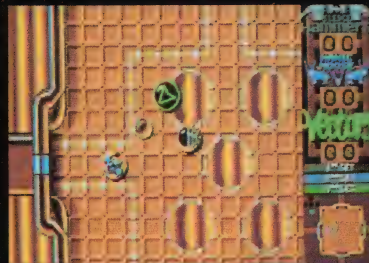
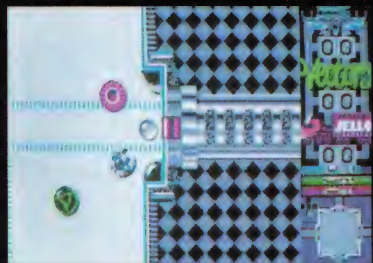
remaining words, along with ARNACLE BILL, and send your completed competition form into the same address. To aid you with this, the compo closing date has been extended by exactly one month - so get scribbling and that piccy could be yours. In the meantime, sorry about any confusion that sprung up from our compo cock-up, and we'll endeavour to ensure that the problem won't happen ever again.promise!



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GRANDSLAM CRASH

London-based Software House Grandslam have gone into liquidation. The company who brought us great games such as Pacmania, Pacland and the Running Man aren't to release anymore titles in the near future. They were to publish titles including Thalion's Dragon Flight. No news as to who's going to grab the licence, but Birmingham giants, U.S. Gold look a likely candidate. Still with U.S. Gold, the Brummies have recently signed a contract with French publishers, Delphine. Future Wars II: Operation Stealth looks likely to be the first release and sources inside U.S. Gold say that relationships between the two companies are very good.



With London-based software house, Grandslam, in financial trouble Thalion games, like Dragon Flight, are looking for a new home. Indeed Grandslam's own film tie-in, The Hunt For Red October, looks doubtful.

ACTIVISION'S ULTIMATE HEAD-TO-HEAD

I bet you could think of quite a few head-to-head games in which one computer hero would take on another. How's about Batman vs. The Punisher or Indy vs. Lord Chaos? Well, Activision have managed to tie-up a bout against some of the meanest creatures you've ever heard of. The Reading-based software house is currently working on Aliens vs. Predator. Company chairman, Bruce L. Davis, had this to say about the project, "It's the ultimate match-up of the 1990's. Ask any kid to name the biggest, most frightening creatures of our time and they'll tell you these are it.". Obviously, work has only just started on the game and no screen shots are available. Aliens vs. Predator won't appear until next year, let's hope time flies by.

DOMARK SPY A HERO

Are you fed up with Tennis and Football twenty-four hours a day? Could your life do with a life? Call out the Heroes. Domark believe that computers are being left to gather dust and cobwebs while their owners are out sunning themselves (not in Macclesfield, Ed.). The computer industry has fallen into hibernation and is in danger of never waking up. The answer lies with the Heroes, an action-packed compilation coming soon from Domark. Featuring four games the package boasts an impressive pedigree. Included are Domark's James Bond shoot'em-up, Licence to Kill and 'Force'ful coin-op conversion, Star Wars. Also appearing will be big ol' Arnie whathisname in The Running Man. Finally, gamers will be treated to a little gratuitous hack'n'slay in the shape of Palace's Barbarian II. Billed as "the most explosive compilation yet", Heroes will appear during July and will cost you the princely price of £29.99.

Still on the subject of Heroes, Domark are also due to release yet another James Bond tie-in.



Calling all the Heroes. Domark have called upon an impressive array of heroes to blow away the summertime blues and provide computer users with some explosive action.



Bond is back! This time he's underfire from enemy helicopters, can our hero survive plunging into the deep blue sea? Don't ask skilly questions!

The Spy Who Loved Me should be out soon. If you recall, the film was the first to feature both Bond's sub-aqua Lotus and his steel-toothed arch-

enemy, Jaws. Watch out for The Spy Who Loved Me sometime in September, priced £19.99.

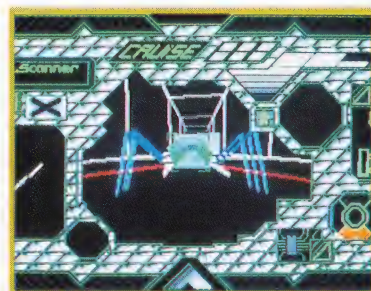
ARTS SWAT THE MAGIC FLY

E.A. have announced the release of their next ST game, Magic Fly. Billed as a vast search and destroy game, the action will see you assuming the role of pilot in control of the ultimate confined-space fighter of the future. Time has marched on and space vehicles have grown to resemble the ancient insect-like creatures that once scuttled about on the Earth. Piloting your Magic Fly, you must help police the far edge of the galaxy. Organized crime has reached epidemic proportions and the Ceti Triad have used all-manner of exploitation techniques to gain wealth and power. However, their unrelenting brashness has cost them a great secret, the location of their operations centre. Taking controls of the T2 Magic fly, your mission is to penetrate and destroy the centre. Just to make things a little more interesting, you have also been assigned to locate and retrieve top-secret information on the Triad's latest, most deadly prototype fighter.

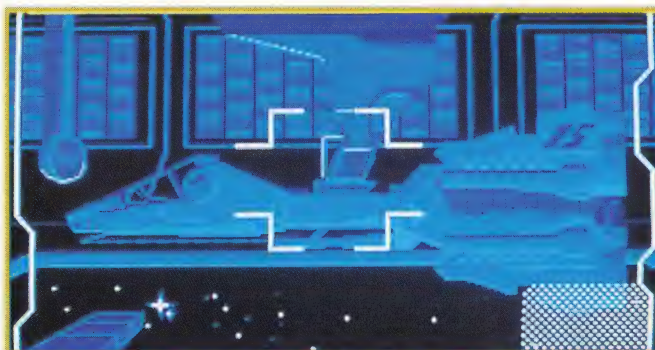
The game was designed by Mark Pickavance, whose

impressive track-record included titles such as Firelon and AMS. The action is being programmed by the talented Jeff Lawson whose previous projects include both Spitfire 40 and Strike Force Harrier. Together the team have produced the 3D, filled vector graphics game which features over thirty alien craft. Set in a labyrinth of networked tunnels, the game will provide players with hours of fun. The mission is by no means easy, but with ten different weapon systems at your disposal you should have the upper hand. Prepare to swat the Magic Fly during August, price £24.99

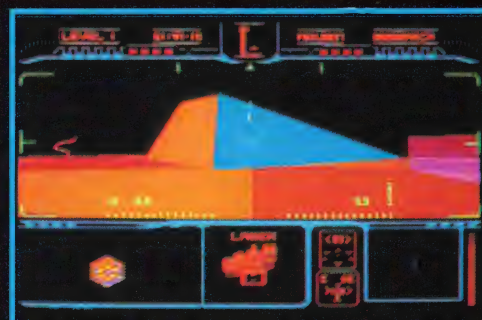
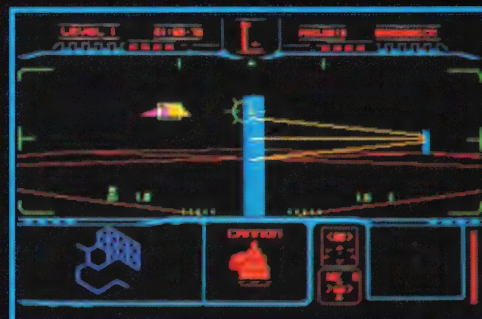
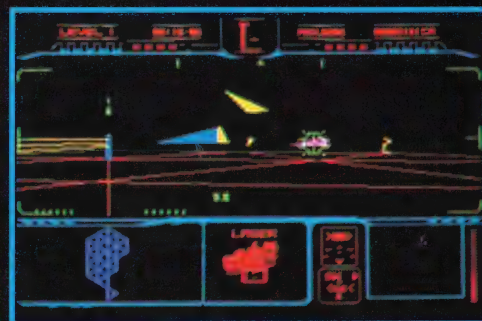
Creeping around the gaff, you may encounter one of thirty-two 'orrible creepy crawlies. Using your advanced weapon system, take aim and let him have it.



Magic Fly sees you attempting to rid universe of the Ceti Triad. Having loacted their base, the rest is up to you.



MATRIX MARAUDERS



MATRIX MARAUDERS

EARTH ONE - PREPARE TO DESCEND. YOUR TIME HAS COME . . .

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DISNEY ANNOUNCE NEW LABEL: HE'S ON HIS WAY

he French division of the Walt Disney Company is pleased to announce the European launch of the Disney Software label. Together with Nathan Software, a leading light within the field of children's and creative software, and Titus, the French software entertainments giants, the Disney Software label will be aimed at three specific areas:

Entertainment - with first-class products such as the latest Warren Beatty and Madonna movie, Dick Tracy, and the soon-to-be-released Stephen Spielberg thriller, Arachnophobia, already in the bag this department already looks as though it will supply something special.

Children's - to help children with learning skills, Disney have called upon some of their classic characters. With Mickey and the gang all chipping in there should be no troubles.

Creativity - Disney Software plan to release the Disney Animation Studio which will



I'm on my way. Yep, having convinced cinema goers that he's the best thing since Batman, Dick Tracy is about to bound onto our computer screens.

allow home-computer users to recreate their own pieces of Disney magic on their computer screens.

The company have already started work on some of the projects. On the entertainments side three projects are underway. Dick Tracy will take the form of an arcade-action style game, Ducktales: The

Quest For Gold will see Scrooge McDuck taking part in an action-adventure, and Arachnophobia is billed as an action-thriller. The first two titles will appear in October and November respectively, while the final one should appear around February of next year.

ROGUE KNIGHTS CREATE SPACE LEGEND

Mindscape have announced two more ST products for release this year. Space Rogue should appear towards the end of July. The game sees you drawn into a web of intergalactic intrigue as you uncover assassination plots and get involved in full-blow wars. Space Rogue is a role-playing style game that will keep ST gamers busy for hours on end. The game's price has been set at £29.99 and looks certain to be a cult hit.

Knights of Legend incorporates what Mindscape believe is the most comprehensive combat system ever offered in a role-playing game. Travelling through the land of Ashtalarea, you will come face to face with hundreds of the land's colourful inhabitants and foes. Using your own spells you must progress through the land, continuing your mission. The game is due for release during August and will cost £29.99.

KINGSLEY AND GOLD - WHEN THEY MET, IT WAS MURDER

Just recently, game designer Jason Kingsley's life has been sheer murder. Coincidentally, the project which has dominated his life for the past year is called Murder. Imagine the scene - a stormy, rain-swept night when suddenly, a scream echoes through the dimly-lit halls of the austere and ghostly stately home. Yep, you guessed it, someone's been topped - but who did it? Murder and mysteries in both book and film form, hold a strange fascination for millions. Now, with their originality, flair and invention, squire Kingsley and team have

come up with an impressive murder game. Unbelievably, Murder boasts some 31.5 million unique murder possibilities, and with each murder, you have only two hours to solve it before Scotland Yard muscle in. Set in a pre-war mansion house, you are surrounded by a cast of stock characters such as dapper gents and flapper ladies, who float around having doing sweet F.A. except having love affairs and arguments over inheritances and, of course, there's the inevitable butler.

Trawler nets of red herrings lay



Jason Kingsley's makes life sheer murder for sleuth fans, with a truly impressive game of mystery and suspense.



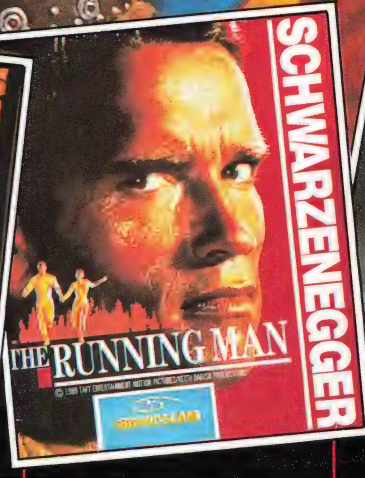
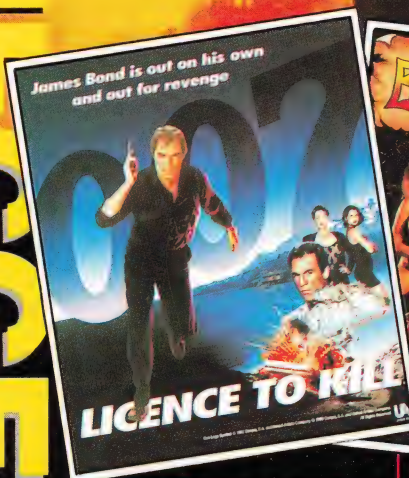
Murder by name, murder by nature. This graphical adventure has a trawler net full of red herrings to confuse and bewilder.

between you and the truth and, in this classic mansion house mystery, there are four levels of difficulty ranging from novice to super sleuth, with progressively more complex plots. Once again, Kingsley's graphical-design skills figure strongly in the game, with 3D and isometric views designed to get you really involved in the atmosphere. The game is fully mouse controlled and there are sleuth notebooks and fingerprinting equipment to help you. What's most impressive about this game is that the characters are actual individuals who

move and think independently and this enhances the effect of realism. Murder is set for a mid-september release, but a price as yet to be finalized.

News is just in of U.S. Gold's latest signing. Apparently, the company have struck up a deal with the French Software company, Delphine. With titles such as Bio Challenge and Future Wars: Time Travellers behind them, the company certainly have an impressive pedigree. Word is the first release will be the follow-up to Future Wars - Operation Stealth.

SCHWARZENEGGER • BOND • BARBARIAN • SKYWALKER

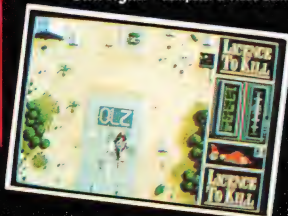


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"...excellent graphics and sound make this by far the best Bond game to date... a brilliant game in its own right." Computer & Video Games



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Hack 'n' slay action. Grisly traps and hideous monsters await in the Dungeons of Drax. The most successful hero ever created for home computers.

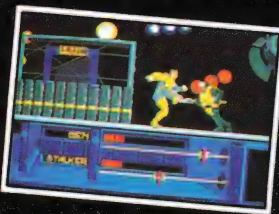
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Amiga & Atari ST Screenshots

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Amiga, Commodore 64
(cassette, disk) Amstrad
(cassette, disk)
Spectrum +3,
Spectrum 48/128

MEAN STREETS PAVED WITH GOLD

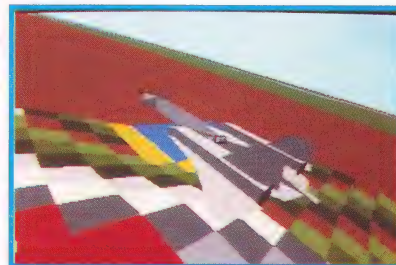
Become a private investigator named, Tex Murphy. The year is 2033 and you've been hired by a beautiful woman to uncover the facts about her father's untimely death. The one-time University of San Francisco Professor was found brutally murdered and as you begin your investigations you stumble on a sinister death wish aimed at specific members of the scientific community. Are the murders purely coincidental, or is there something more sinister afoot? It's all down to your

investigative brain to suss out. During the game you'll be able to talk to twenty-seven fully-animated characters. By questioning, bribing or even threatening them, you might just get the answers you need. Some of the characters will even talk to you. The programmers have included this unnerving effect with the aid of their Real Sound techniques.

Mean Streets will also have you cracking high-tech security systems, rummaging around offices, warehouses and

factories looking for vital clues and evidence. You'll put your life on the line as you battle against the enemy in action-packed shoot-outs. There's even a flight-sim element as you jet from city to city in your Lotus Speeder. Mean Streets will hit our streets during September. Costing £19.99, the game features some very impressive graphics and sound effects. Having combined both arcade sequences and an adventuresque style gameplay U.S. Gold seem to have come up with a winning strategy.

A shot of Hawk in an early stage of development. As each flight-sim is released with up-dated features and effects will Hawk ever be released?



HAWK DELAY

Jez Sans and his team of Argonauts are working flat out on their vector graphic flight-sim, Hawk. A spokesman for Hawk's publisher, Electronic Arts, candidly admitted that the project was well over due and that he wasn't expecting the game to be finished until November. Over the past year, vector flight-sims have been released almost on a monthly basis with the publishers crowing that their game is more advanced and quicker than the competition. The Argonaut team are determined that Hawk will be better than the lot and so with each game released, they are constantly up-dating and improving Hawk so that it has an edge on the competition. Can they carry on doing this indefinitely? Will Hawk ever be released?

A couple of months ago I visited Argo HQ and saw Hawk at a stage that seemed to be the skeleton of a game construction, and that all that remained was the mission scenarios and game content. But Sans, who is renowned for his attention-to-detail, had assigned one of his staff to experiment specifically with vector-graphic ellipses. Undoubtedly, Hawk will be technically brilliant and what I saw during my visit was really impressive. But how far can you take such meticulousness?



Hi there, Tex Murphy here. I've been hired to find out about this gorgeous chick's father. The professor and a number of other scientists have been murdered and I've got to scour San Francisco for clues

San Francisco is a deadly city. Whilst trying to solve the killings you'll be called to travel all over the city. Your Lotus speeder is the key.



U.S. PREPARE TO HALT CANDYMAN'S GOLD

January 1997: Washington DC is the stage for the inauguration of America's new President. During his speech he vows to forcefully solve the South American drug problem. Promising to push Congress into a formal war situation with the narcotic barons. February 1998: Congress continuously refuse to declare war on non-governmental organizations. As Commander

in Chief, the President decides to send troops into South America as a police action to protect American citizens. The State department approves the purchase of a new State-of-the-Art jet fighter, the F14- LCB COSMOS. Flown by the right pilot, the new aircraft could be used effectively to destroy major drug installations and major transport links.

April 1999: The President

authorizes Operation Snow Strike. Within days a squadron of F14 - LCB COSMOS jets arrive onboard the aircraft-carrier USS Epyx. The drug baron's domain has been carefully mapped and the first offensive strike is about to get under way. Snow Strike features ten different missions, variable training modes and intense preflight preparation. Flying

your specially modified F14 you'll be called upon to rid the world of the evil narcotics syndicates. Both Epyx and U.S. Gold believe the game carries a far reaching message. Due for release in August,



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When EMLYN HUGHES INTERNATIONAL SOCCER was released for C64, Spectrum and Amstrad, reviewers were amazed. It rated 90% in ZZAP, 91% in Sinclair User, 88% in Games Machine, 91% in Amstrad Computer User, 94% in Computer & Video Games, 887 in ACE, Game of the Year in CCI – we could go on for ever!

Now, with the release of the Atari and Amiga versions reviewers are reaching for their dictionaries to find new superlatives. ZERO described the game as 'totally excellent', the sound as 'absolutely brilliant' 89%; Your Amiga rated it 'the best soccer simulation to date – 95%'; YC World Cup Winner 97%.

Forget the rest – there's only one EMLYN HUGHES INTERNATIONAL SOCCER!

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THE LETTERS DESK

Now it's your turn. What have you got to say for yourselves?

What do you feel about after-sales service?

Do you feel that today's software offers value for money?

Just what would you like to see in ST Action?

If you've got any views, comments, or questions then drop us a line.

Don't forget the most thought-provoking letter will win its writer the game of his choice. Get scribbling! The Letters Desk, ST Action, Latham House, Chichester, West Sussex, PO19 2NY.

FROM THE TOP

While reading this issue, you may just happen to notice an add for the Federation Against Software Theft (F.A.S.T.). This is a body, formed by software publishers, to combat the effects of piracy. I know it's an age-old subject, but software piracy is spreading throughout the computer industry like a vile cancer. If something isn't done to clam down we will soon see the death of many software houses. People who copy games just don't realize what damage their doing. By losing the revenue created by the sales of their games, software houses simply cannot afford to meet their overheads, let alone invest in new ambitious projects. Eventually things will come to a head and software will start to become scares. Only last month another software house, Grandslam, were forced into receivership. So when you find the F.A.S.T. advert, don't simply pass it by - read it, carefully!

WHAT'S IN A GAME

I read your magazine regularly and really enjoy the informative way in which you present the reviews. However, while looking through the reviews I always pause to see how you score the games. Sure, I understand how you get the graphics, sound and addictiveness scores, but how do you judge a game's "lasting appeal"? What exactly do you mean by this score. Please explain so I'll be able buy my software safe in the knowledge that ST Action recommended it. By the way, welcome to Macclesfield, if you're ever lost for something to do or need an extra reviewer just give me a call. Norman Winstanley, Macclesfield, Cheshire.

Hello, again, Norman, and thanks for your offer - beers all round! Anyway we judge the "Lasting Appeal" score by estimating how long the game will either take to complete or how long it is before interest wanes. When all the reviewers have come up with their figures the information is processed by our scoring program and the result printed. Personally, I tend to look at the "Lasting Appeal" factor as a kind of

value-for-money figure. If I buy a game for twenty pounds, I expect to get at least ten hours of enjoyment of it - I mean, what can you do for an hour that costs less than two pounds?

GAMES TOO SIMPLE, GAMES TOO COMPLEX?

I read ST Action every month because it is the best games magazine in the world. I thank you for all the help you have given me over the past few months. It is possible that I'm becoming lazy or over dependent on you because the last two programs I've bought (Rainbow Arts' Conqueror and Palace's Dragon's Breath) were recommended by your publication and I never even glanced inside the boxes. Both times I picked up my phone, placed my order and took delivery of the games, certain that I had another winner. Both times I, or rather you, were correct. I am not writing just to tell how great you are. First, tell Stephen White that speed kills! Sober up, man! Secondly, I was shocked at the review of Infogrames' Jumping Jackson that you published. Although I don't usually spend much time on arcade games, this program was sent to me (along with Ocean's Rainbow Islands) by a good friend in California. Personally, I love it and have already spent many hours trying to get passed level ten. As a software reviewer, I see many programs every month - I have a huge library! I reckon that very few programs reach the quality of this little gem. I think your STA rating of 76% is far too low! Jason Spiller had it right when he stated, "Infogrames' latest game is certainly a gas, gas, gass!". But even he felt that the game was for novices. Stephen White (usually quite a level-headed guy) and Nicholas Clarkson both thought the game was too simple! The reason I don't often play arcade-style game is because of they are so simple. I have yet to see one that has overwhelmed me with its complexity. Other than this minor complaint I am very happy with your magazine. It took me awhile to get used to your game demo disk (in my country magazine disks usually have utilities, complete games and other programs of interest) but now I've

grown to like it very much indeed. You have saved me money, time and effort. Please keep up the good work and remember that many of your readers don't live in England. How about the occasional offer aimed at us? I'd love to see software offers aimed at us in the States.

Stephen Klick,
Kansas City, Kansas, U.S.A.

I'm not quite sure as to what you're trying to say about Jumping Jackson. On the one hand your saying you're struggling to get passed level ten and on the other you're moaning that you don't play arcade games because they're too simple. Well, you sure got me stumped! As for special offers for overseas readers: at the moment the ST account for less than one percent of the American computer market. This means that there are too few Stateside readers who'd be willing to take part in such offers. My advice to you is to try and contact either British mail-order software houses or British software companies. Many of these people will have special services for overseas customers. In the meantime, may I wish you and all our American readers all the best.

YOU WANT TO WHAT?

I'm writing for some advice really. My problem is - how do I sell my Atari? It is a two year-old 520STFM, double-sided disk drive and a SC1224 colour monitor. I also have several games, First Word, Spell It and the like.

Firstly, how much can I sell it for? I was thinking of about £550, but I'm really not sure. Secondly, where can I advertise that isn't too expensive and where I'll get good coverage?

C. Doughty,
Tunbridge Wells, Kent.

Now let me get this straight, you want to sell your ST? Ah well, I guess it's up to you. Personally, I'd take a look in Micromart. This publication should offer to a chance to judge what the best price is and has a good circulation. Otherwise try a card in your local computer shop window or an advert in a local newspaper.

THE GOOD OLD DAYS

I remember the early days of home computing, the budding programmer equipped with his or her mighty 16K Spectrum and family TV, locking themselves in their bedrooms for days, weeks or even months before finally emerging with a big grin on their faces having finished a program with which they thought they could make a mint overnight. Nowadays however, we have the likes of Elite, Ocean and Psygnosis turning out

the same old drivel. Competing against each other to produce the biggest and best version of whatever.

And so it came to pass (he says in his best biblical story-telling voice) that the gamers became bored, and they moaned to the Great Magazine Lords, and they won pieces of gold for their best moaning letters not realizing that an answer for their pleas had already appeared. And the name of the messiah was short and to the point and it was STOS. Now it was truly possible for the humble home user to write master pieces. Their tools had improved, thanks to the great High Lord Atari, and they could now convert original ideas into original games.

So, what am I getting at? Let me tell you. By now many ST owners will have bought STOS and written truly amazing games. Apart from showing it to their friends, these people don't have anyway of displaying their work, let alone getting it published. Now, I have a solution. I would like to create my own software house, producing and selling STOS created games. However, to accomplish my dream I need games.

Would you publish my name and address so that STOS programmers could contact me and together we'll be able to turn back time, making a humble crust (say 50%) in the process. All games sent in will be thoroughly evaluated.

Gary Mucklow,
149 Huntingdon Gardens,
Colley Lane,
Halesowen,
West Midlands.
B63 2TX.

Thanks for your letter, some of us here remember the ancient 1K ZX80. Saying the large software houses churn out the same old drivel is maybe a little strong. Still, if you can produce STOS titles at a lower price, I wish you well. Personally, I think that setting up of a company will be harder than getting the games. Never the less, when you release your first title let us review it first.

WHO'S WHO

I'm a great fan of ST Action. I've been reading it since the beginning of time and really rate your informative reviews. Over the months I've also begun to learn the reviewers tastes and can now tell whether I'll like a game by simply reading a single comment. However, I've noticed Alex Simmons only crops up from time to time - why?

Darren Knowles,
East Kilbride.

STA is currently looking for a new member of staff. When this position is filled Alex probably won't appear again. Why don't you apply for the job?



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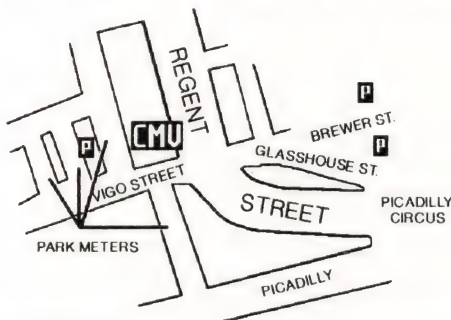
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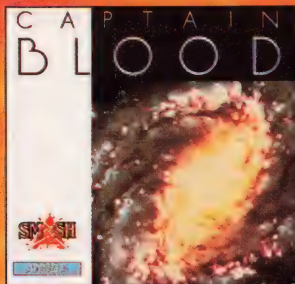
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DISKMANIA!



Once again, ST Action strides ahead of the competition with a front-cover disk to beat all front-cover disks. In just one month's issue, not only do we present you with the most honest, constructive knowledgeable reviews and criticisms, comprehensive hints and tips, incredible competitions and all the regular features, now you can play the very best ST front-cover demo disk available.



Editing the coverdisk sure is hard work and judging by this snap of Jason Spiller, our roving reporter hasn't even got the time to throw on his trousers. Never mind, with pulsating pectorals that size, who's going to argue with him?

For years, the computer game magazine existed purely to criticize games. But ST Action looked behind the flashy publishers logos in order to seek out the people who actually designed and produced the games. With our game designer profiles, programmers, artists and musicians described how they designed the game - we even introduced sprite shots to show you how the game was put together. The next stage is the most exciting to date, because not only can you read how a game was designed, you can actually play specially constructed demos of games, exclusive to ST Action, which are about to be released on the market. When a software company agrees to include a demo of their game on the front cover disk, it's because they're proud of what they've achieved and confident that the games buying public will appreciate and enjoy it. In the past six months, without exception, software companies who have had a demo on the front-cover disk have exceeded expectations of sale. Such successes include Cloud Kingdoms, Pipemania and Colorado.

PLAYABILITY GUARANTEED

We insist that the demo of the game is playable and we try to convey what the final version will have to offer. With arcade style games, such as the shoot'em-up or platform variety, the game designers can select a level or section for the demo which will give a good example of the gameplay. But with adventures and role-playing

game, this is a bit more tricky as these games are often a combination of different types of gameplay. This situation occurred this month with the Bitmap Brothers excellent role-playing adventure, Cadaver. But when the Bitmaps do something, they want to insist on doing it properly, so they suggested producing a totally unique demo of Cadaver, consisting of some 22 rooms and dozens of puzzles, exclusive to ST Action. I think you'll agree that it has worked rather well and, remember, the puzzles and situations in the demo are designed specifically for STA and therefore will not appear in the final game.

FULL CAPACITY

In addition to the Bitmaps' Cadaver, this month's disk is full to capacity with a platform spectacular from Imagitech Design. Prophecy 1- Viking Child is to be published by Electronic Zoo under their Wired software label. The game boasts impressive playability, cute cartoon-stylé graphics and twenty-six sepeate musical compositions.

The second side of our coverdisk features Pyramax from Arc. Can you guide Max Dangerous through the pryamid of Traal? This maze-stlye game offers players a real challenge. With a myriad of alien critters attempting to stop you in your tracks, you must decode the numerous booby traps in order to retrieve the incredible crystal of Traal. So without further ado, I hope you enjoy this month's disk and please take time to read the Diskmania mini-mag which includes the loading and playing instructions and a profile on the designers - now there's value for money!

COVERDISK SPECIAL: QUICK START

DISK SIDE ONE

•CADAVER - IMAGEWORKS / THE BITMAP BROTHERS

Cadaver has to be one of the most hotly awaited games of the year. Control of the game is via the Joystick. Pushing the stick in any direction will send your brave knight darting around the screen. Puzzles are an intricate part of the game and when you find items of interest, press the fire button to manipulate them.

•THE VIKING CHILD - WIRED / IMAGITECH DESIGN

The demo on our coverdisk is just one of the games sixteen levels. Pushing left and right on the stick will make the lad walk, nudging it diagonally upwards will cause him to leap. Pressing fire will make our hero prod with his sword. Eventaully you'll confront a rather large end-of-level guardian. It'll take all your skills to dispose of this foul creature.

DISK SIDE TWO

•PYRAMAX - ARC / JON WILLIAMS

Intrepid intergalactic explorer, Max Danger, has discovered the magnificent pyramid of Traal. Using the joystick guide Max through the labyrinth of tunnel as you attempt to uncover the fabulous crystals. The controller will make Max move in the appropriate direction and pressing the fire button will cause him to take a shot at the alien critters.

LOADING

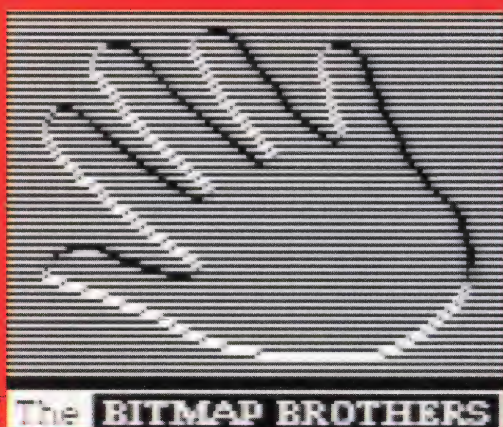
Insert the Action Coverdisk into your drive and turn on your computer. After a short pause a menu screen will appear. Simply press the corresponding button to load the demo you want.

SIDE

1



Yes, unbelievable as it may seem, after anxious meetings and cautious negotiations, your favourite computer journal has managed to pull off an amazing coup. Featured on this month's front-cover disk is an exclusive ST demo of the Bitmap Brothers' hotly-awaited role-playing game, Cadaver. But this isn't just any old demo, a whole twenty-two rooms await you, adding up to many hours of horror and intrigue. So check out the playing instructions, find out what the Brothers have been up to and enjoy a rare treat indeed.



CAD AVER

The Bitmap Brothers really don't need any introduction. But as I discovered, the Brothers have allowed a couple of new members into the holy brethren of computer game excellence. By coincidence, the two new Brothers in question have been instrumental in the production of Cadaver, graphics maestro and skateboard champ, Dan Mallone and programmer/game designer and all-round clever-dick, Rob. As a recent member of the order, Brother Rob, was given the lowly task of describing Cadaver to me:

"The original concept was Eric, Mike and Steve's idea. But Dan and I have been involved with the project practically from the beginning. The plot is very Shakespearian. The kingdom is split between the King and his half brother, but the pivotal character, who the game is based around and named after, is the chancellor. This evil and powerful lord exploits the chaos and unrest in the kingdom until eventually, his meglamania turns into full-blown madness."

But where does the title Cadaver come into it? Brother, Steve Kelly interjected *"I think the dictionary defines cadaver as 'corpse intended for dissection.'"* Phil continued: *"The chancellor becomes a flesh eater, a necromancer, who has gone on a rampage through the castle, slaughtering the court and consuming his victims. Your mission is to enter the castle and track down this cannibal."*

ENDLESS TRAPS

The evil chancellor has laid countless traps and, in this labyrinthian castle, he has a great advantage. As he consumes more human flesh, he grows more powerful and evil. But this isn't

some sort of cat and mouse chase game. Ingenious puzzles and conundrums have been cleverly interlaced in the adventure to confuse and bewilder you and only by uncovering clues and solving these puzzles can you advance in your mission and stop this evil. In the final version of the game there is currently 440 individual rooms and corridors with hundreds of puzzles to solve.

FIND THAT FLESH EATER

To experience this truly incredible demo of The Bitmap Brothers' Cadaver, boot up the disk and select Cadaver from the menu screen. Now the game will load automatically. A scroll unfolds to describe the scenario, read it well and press the firebutton to begin the search for the evil necromancer. You meet your character a rather fat and dumpy chap but his heart's in the right place. With joystick control, you move him in any direction in this isometric world. He can pick up objects by moving over them and move some obstacles such as smaller stone blocks, barrels and chests.

You have a rucksack for holding essential items and objects which you pick up, and tapping the spacebar twice opens the sack and shows the contents. Additionally, from the game mode, tapping the space bar just once reveals one object at a time and you can shuffle through the objects by moving the joystick up and down. Then, moving the joystick left and right cycles through an inventory of commands which work in conjunction with the objects in your possession, and these can be selected and activated at will.

For example if you find a book, moving the joystick left or right until you come to relevant and usable commands. With a command selected, which could be 'read icon', you can read an abridged breakdown of the text from



Attempt to climb those stairs and you might start a new career as soprano. There must be some way of getting around those spikes!

the book. Tapping the space bar twice displays all of the items in the rucksack which could amount to sixteen - a useful Bitmap tip here is to be extra choosy about which items you pick up, as not all of them are useful.

YOUR OBJECTIVE

The objective in this chapter of Cadaver is to find all the pieces of the King's broken sword, find a specific room of evil worship and drop them one at a time into a ring of blood, then you've got to escape from the castle in order to complete the mission.

Each room has a puzzle to solve and the Bitmaps are adamant that I don't give away any clues. There are keys to find, levers to pull and buttons to press. In addition to puzzle solving there are numerous monsters, maniacs and mutants to avoid. If you've managed to pick up some weaponry, such as a crossbow, you can select the crossbow and fire bolts at any monster who poses a threat to you and you can even pick up extra bolts to replenish your quiver. The process of discovery in this game is like no other you will have come across before. Different objects and various puzzles can be linked to form a large puzzle which, when solved, brings you one step closer to completing the mission.

Danger tracks you every step of the way and fatal traps have been planted to eliminate you from the game. Spikes jut out of the floors, fire bellows from the walls and pits containing grilled human remains wait to imprison you.

Remember, heed the Bitmap tip and be careful what objects you pick up and use the identifier to describe items. Often, potions and jewels are safe bets and disguardard armour you might find a use for, but you'll just have to find out for yourself. Another tip is to link up objects and situations which have even the most tenuous links, and you might be able to solve a seemingly impossible puzzle. That's all the help I can give you!

EXPLORING THE MYSTERIOUS WORLD OF CADAVER

Look out for that mutant blob. Quick, select crossbow and fire before he saps your energy dry.



(Above) Ram's skull, blood, devil's star, bowl - what does it all mean? Check out all possibilities in order to solve the puzzle.



(Above) Ahh! At last, a piece of the sword. Now I've got to drop it into the ring of blood.

(Left) Fire and spikes how on Earth to I get round this one?

BROTHERS IN ARMS



(Above) Brother Steve Kelly finds a whole new meaning for the phrase flyaway hair. By the way Steve, you're supposed to light the cigarette first.

(Left) The founder members of the infamous Bitmap Brothers. From left to right, the dark and bespectacled Eric Matthews, leather jacket-clad Mike Montgomery and, last but not least, Steve Kelly.



Viking Child - the Prophecy, provides a great contrast to the Bitmaps' bloodthirsty horror, Cadaver. Although the title sounds like an epic adventure, Prophecy is packed with fun, platform variety. So read the playing instructions for this forthcoming arcade smash published by WIRED, and check out the team who designed the game.



Battling through some very Egyptian-looking scenery. Look out our kid - ooh mummy!

VIKING CHILD

To play the one level demo of WIRED'S Viking Child, boot up your ST Action front-cover disk and select Viking Child.

The level which features on the STA demo disk is the Castle level which features in the third landscape. You take control of the viking child outside the castle walls and, with joystick controls, you must battle through the castle and find the ogre knight. Here you must engage the knight in mortal combat, he armed with a mighty axe you with what attributes you've collected throughout the game. Standard platform-style controls prevail in Viking Child, left and right for running wrenching upwards for a jump and pressing fire wields your sword. As described, there are numerous extra weapons and attributes which can be bought in shops throughout the castle (funny, I thought castle shops sold guides, pens and badges.)

ADDED EXTRAS

Beneath the gameplay area, there's a set of icons which display the attributes and special weapons which can be bought in the shops. These include: Glide, Cloak and Speed, which are self explanatory. Additionally, there are bombs, bolacs (ooer!) fireballs, lightening and potions. Also there is a key icon which, when used, gives you access to otherwise locked parts of the castle, also there's extra life force to be had. This inventory shows the levels of each of the weapons and this obviously increases when you replenish stocks and decreases as you use them.

The battle continues through the castle, across the battlements and into the dungeons. To enter a shop (represented by an old wooden door), you simply stand in front of it and press

return. Using the money you have earnt during the assault, you may use the gloved pointer to select which of the shopkeeper's wares you require. If you have enough cash the owner's pet ogre will deposit the item in your inventory, however, when if your funds are too low the salesman will shake his head and wait for your next choice. Having replenished your arsenal, point at the "EXIT" icon to leave. During combat pressing the spacebar, selects the special weaponry and pulling down on the joystick activates it.

TECHNICAL INFO

The game is eight-way, super-smooth scrolling platform action and the final, massive version will be spread over three disks. In terms of platform action the graphics are big. Eighty blocks make up the background on each screen and each end-of-level guardian is 64 by 64 - even the canon fodder throughout the game are 32 by 32. There's a real feeling of depth in the screens although parallax scrolling was dismissed because the team didn't want to sacrifice speed.

There's nine end of level guardians in all, although there are sixteen levels, and each level has a shopkeeper. In the shops, little gremlins kick items off the shelves and you can buy bombs, potions which act as smart-bombs, bigger swords, boots that make you run faster and flight which only lasts for a limited period. Also there's energy and a cloak of invincibility.

WIRED FOR GAMES

Imagitech is one of the most prolific and productive design houses in Britain working on numerous games for a variety of publishers. When you consider the calibre of the personnel designing, coding and animating the games, it's little wonder that Imagitech has gained such



Heroic Viking battles across the battlements only to be confronted by one of a legion of so-called 'skinny guards'.

The Viking Child team from left, musician Barry Leach, Mark Fischer sat on bonnet of the pocket Ferarri, flanked by the not-so mysterious Blizzard.



an enviable reputation.

Recently, I spoke to the three man team who produced Viking Child, designer Mark Fischer, musician, Barry Leach and the mysterious Blizzard who drew and animated the game. In the past, Mark Fischer has been involved in numerous projects including Arctic Fox, 3D Maker, a 3D graphics compiler with which he designed many 3D games for CRL. More recently, he helped produce Airborne Ranger for Microprose and he had just finished Rock and Roll when he was signed up for Viking Child. I asked him about the game:

"To say it is a basic platform game is doing the game a misjustice. When you're involved in a project so intensely, you know why it's different from this game or that game. Of course, it is a platform game, but there are many enhanced features and effects which set it apart from say Mario Brothers. Ultimately, we wanted the game to look coin-op quality with big sprites, and be fun and addictive to play."

Viking Child was designed on the ST in 68000 and the project took a solid five months to develop. Blizzard continued: *"It's the quality of the graphics which really sets it apart from the usual platform game. The sprites are big and bold, but this doesn't slow down the game or make the animation jerky whatsoever. But as mark said, we were more concerned about the gameplay aspects than anything else - when the game started to look and sound really good, well that was just a great bonus."* Music and effects man, Barry Leach put sound to Marauder for Hewson, Captain Courageous, Emlyn Hughes Soccer, Dragons Lair, Gemini Wing, Ferarri Formula One, Impossamole and Treasure Trap. Not to mention Microprose Soccer Postman Pat, Silkworm, Combo Racer. He described Viking Child: *"There's twenty-two pieces of music, all original, plus countless sound effects."*

PROLIFIC

Although Viking is original the concept draws from many of the best platform games. The team have taken the most impressive features from the best and mixed them with original ideas Bliz described: *"There's this quiz show during the game with a monster quiz-master and you have to take notice of*

certain aspects of the game in order to answer the questions."

Platform is certainly a prolific theme and there have been a long line of successful games such as Super Wonderboy, Mario Brothers, Monty Mole etc etc. Doesn't this show a lack of originality? Mark answered: *"It just goes to show that the theme has got a lot of potential for interpretation. The amount of platform games around obviously means that this type of arcade game is popular - you can't argue with that. Viking Child demonstrates that the theme can still be updated and enhanced. There's nothing like it on home computer at the moment - it really is arcade standard."*

After Rock and Roll and the numerous 3D showcases, Mark wanted to break away from monotonous game design and Viking Child was the perfect vehicle. He continued: *"We really went back to the roots of computer entertainment and to the time when games were fun to play. Then, using modern techniques and the skills we've developed, we made the game look and sound good as well."* What arcade game was particularly influential in the making of 'Child'? Blizzard answered: *"At one stage it started to get too similar to Super Wonderboy and so we made the decision to make it entirely original and not be influenced by games had played in the past. Of course, there are a few similarities, but on the whole the game is entirely original."*

QUALITY GRAPHICS

The quality of the graphics shows the skill of The Blizzard, and Mark summed him up: *"Bliz is one of the best artist around and, not only that, he's got a good idea of what makes a game good, which is a rare combination."* Who came up with the original ide? Bliz answered:

"Throughout the project, everybody threw ideas in and all valid input was considered. I don't know how other teams work, but the game really evolved in stages, throughout production." The result is so impressive and the feedback so encouraging that the team are planning a viking series of games, moving away from the platform-style game to explore other themes. So enjoy Prophecy I and hope the rest of the trilogy isn't too long in the making.

IMAGITECH'S WIRED WONDER

Here is the ogre knight - better use that cloak of invincibility before he puts one over on you.



Way way back in time, the viking is confronted by some pre-hysterical characters the message is the same swipe, slash, mame, KILL!



Look's like My Little Pony with a horn (fweep fnaa).



Using Neochrome, the team created a wide array of cartoon characters.



PYRAMAX

Jon has been around the game industry since 1900 and frozen to death. Originally, he started his interest by joining a user group which exploited the extremely limited potential of the Commodore PET Jon explains: "I started working on an Invaders clone, which was done for a personal project for the group - It was pretty simple and written in BASIC. Then I started experimenting in machine code to speed the game up."

JET BOOT JACK

Around this time, the Atari 800 with its nice brown, cream and chrome bodywork appeared on the marked wood Jon into spending his hard earned cash: "Through my interest in computers I joined another user group and continued working on programming and game design. I spent a lot of time working on ACE, which was a cassette enhancing utility, and English Software showed interest in the program and marketed it."

English asked Jon whether he'd ever considered doing commercial game design. He continues: "By coincidence, I'd been working on a platform-style game and when I showed it to them, I was amazed when they said they liked it, and Jet Boot Jack was born." Jet Boot was very popular on the eight-bit scene for ages and was converted onto just about every format you can think of - "it went onto be a real perennial." Jon concluded.

This unexpected success with Jet Boot prompted Jon to give up his day job as a service manager for a radio and TV servicing company and he channelled all his time and energy into programming. Jon described the next stage in

his career: "Believe it or not, I started working on the Atari version of the 'Gruneberg Memory System' for learning foreign languages." But Jon soon got back into the game design groove. He continues: "Jet Boot Jack was still proving to be popular and I was asked to produce a follow up called the legend of the Knuckerhole, which was my first C64 project."

Again, this simple arcade formula worked, and the game was equally successful. In 1984, Commodore launched their Commodore 16 and +4 range and Jon was asked to write some games for the new hardware: "In the space of three months, I produced three titles for CRL, one called Berks, believe it or not, Major Blink and Berks III. The Berks games later got released as the Berks Trilogy." The Berks games were awarded the C.C.I. Oscar for best C16 game.

KNOW WHAT I MEAN 'ARRY?

Jon continued his association with Commodores much-maligned and underestimated C16: "I think the next project was Frank Bruno's Boxing 'if you know what I mean 'arry,' I mean Jason. That won the same award in the following year's honours list." Jon finished his glittering career in the small format with Time Slip. His groundwork over a period of four years had payed dividends as he began work on his first major project, Knight Games. Jon describes the game:

"Knight Games was a medieval beat'em-up, if you like, with eight different types of combat from archery to sword fighting." Knight Games proved to be his most successful game to date and he was quickly followed up with OINK!: "OINK was based on the best-selling comic - a sort of toned down VIZ." About this time, Jon started to look at sixteen-bit

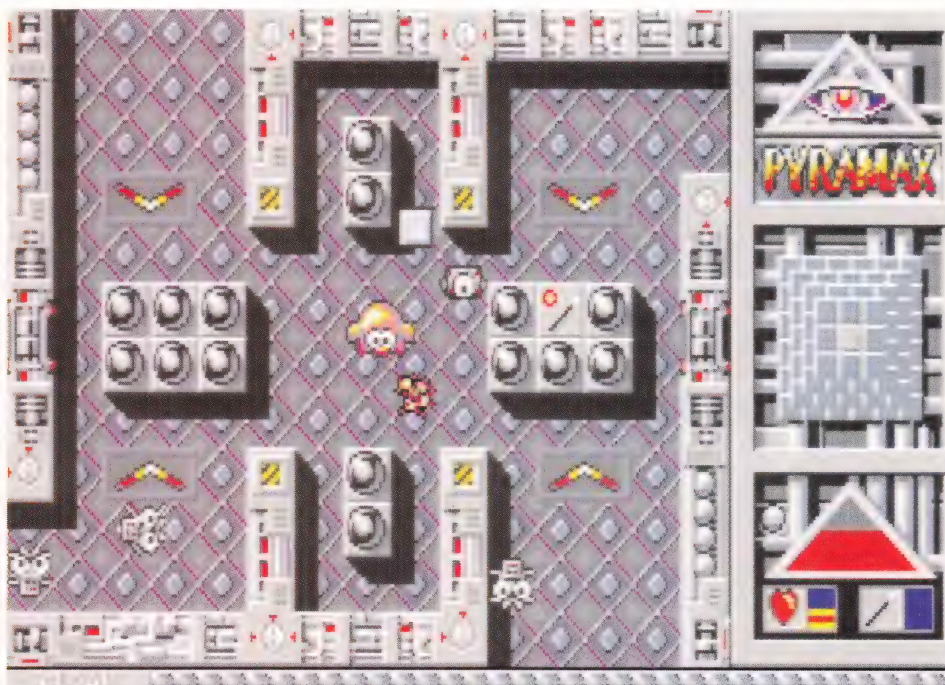
Atari's software label, ARC, go from strength to strength producing and publishing a variety of game styles. This month, we present a playable demo of their next biggy, from the keyboard of veteran game designer, Jon Williams.

Described as a strategy arcade game, Pyramax is an overhead view arcade game. Check out the gameplay instructions and an interview with young Jon Williams.

N.B. This game is only available to double-sided drive owners. So be warned!



Described as an arcade/strategy, Pyramax is a combination of puzzle solving and out'n'out arcade fun.



Entering the pyramid, you are immediately confronted by a buzzing annoying bunch of marauderras avoid them and continue with your objective regardless.

computing and in particular Atari's new babe the ST. "I invested a lot of money on the machine and various add ons and started working on my first sixteen-bit game, Pyramax." Pyramax is an overhead-view arcade/strategy-style game. Jon described it:

"Basically, it is staged inside a high-tech pyramid. You begin the game on the ground floor and the objective is to reach the top room. Like in a real pyramid, each floor has a labyrinth of rooms and corridors and each room has a touchstone or goal to achieve before you can move onto the next level. At the right of the screen is a map which shows a plan of the pyramid and pinpoints your position. As you progress through the game, the map shows how many rooms and what rooms need to be explored."

But there is more to this game than puzzle solving, as Jon describes: "The game is populated by all manner of adversaries such as metallic frogs and bugs which buzz around and home in on you. Some of the rooms are based on certain classic video games. For example, some of my favourites are Breakout, Invaders, Frogger and Centipede. These are games within a game and you have to complete a bout of Breakout or whatever, before you can progress."

PLAY PYRAMAX

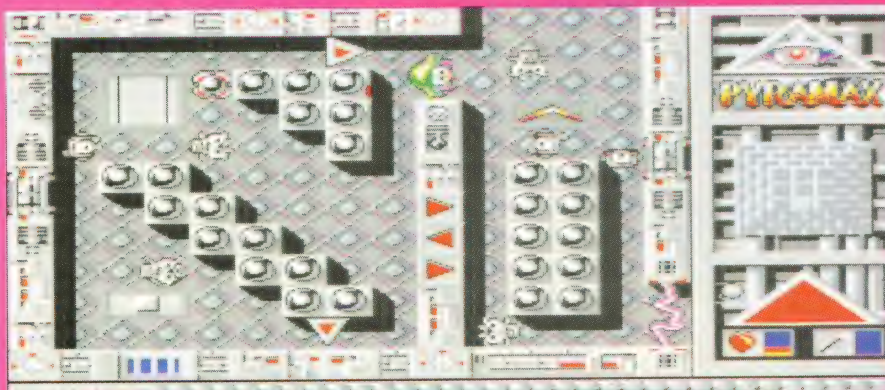
This opportunity to play Jon's debut sixteen-bit game can be experienced by booting up this month's ST Action front-cover disk and selecting Pyramax. The game should load automatically and you will find yourself in level four which features in the final version of the game. There are a total of nine rooms in level four, and you must control and manoeuvre Max, the intrepid pyramid explorer through this dangerous catacomb of catastrophe. You must avoid the marauding beasts and explore all rooms. Each puzzle is ingeniously interlaced with the objective of escaping one room and entering another. With each room completed, you fill another map square. Without giving any clues, each room is unique and you can tap the help key for a clue to your predicament. Remember, you must fill the map to complete this demo. Good luck!



Jon William's has just completed his first sixteen-bit project, but it's unlikely to be his last. renowned for his reliability as much as his experience Jon's workload is never short of hectic.

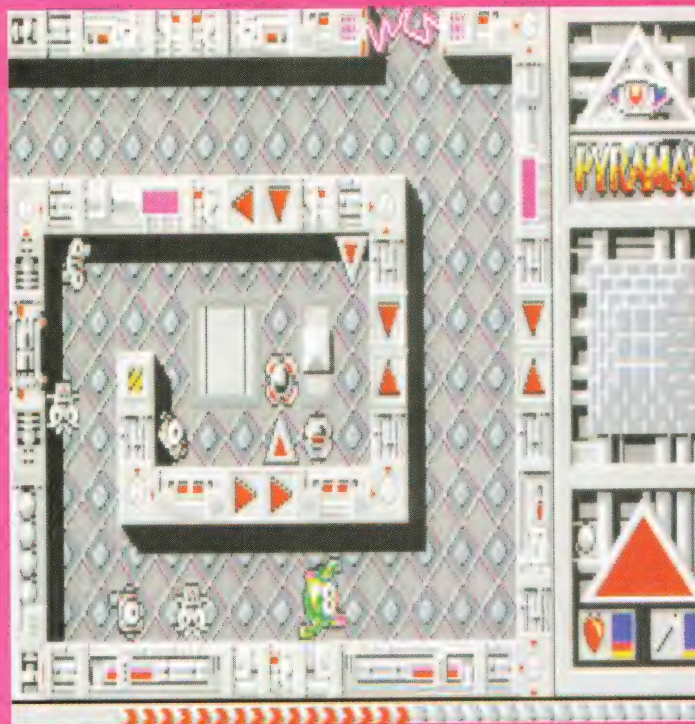
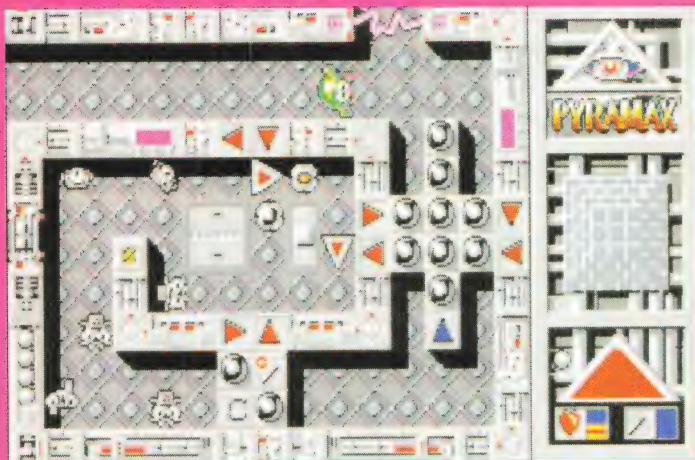
EXPLORE THE PYRAMID OF THAAL WITH MAX

Some of the rooms have themes based on old arcade classic such as Breakout Centipede and Frogger. This gameplay has been cleverly placed into the game and are an integral part of the objective.



(Right) Avoiding one marauder, Max taps the touchstone to mark the end of one puzzle but the beginning of the rest of Pyramax.

(Below) The loveable Max makes good his getaway having expanded the mystical touchstone. Don't just run off though. Make sure your exit is made with caution or you may just get zapped!



**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.⁹⁹ it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME: _____

ADDRESS: _____

POSTCODE: _____

Please send to Atari Corp (UK) Ltd. Atari House,
Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

WIN A HOLIDAY IN



Yes, in conjunction with the release of *Back to the Future II*, Imageworks are giving a week's holiday for two in the entertainment centre of the world, magical Orlando in sunny Florida. Just imagine walking down the boulevards patrolled by Crocket and Tubbs, whizzing across the Everglades filled with twenty foot gators. Not to mention visiting Disney World,

ACTION PACKED

This is surely the best competition a computer magazine has ever arranged before. Orlando in Florida is the most exciting and magical man-made attraction in the world. Disney World is acre after incredible acre of breath-taking effects and attractions. Encompassing more than 30,000 acres, Disney World takes you on voyages into adventure, fantasy, the future, the past, into space, under the sea and all round the world with living models of cities and famous landmarks. The different cities are actually inhabited by natives to the countries portrayed - there's even a model of the Eiffel tower, built to scale. If you visited Disney World every day for a fortnight there would still things you'd miss.



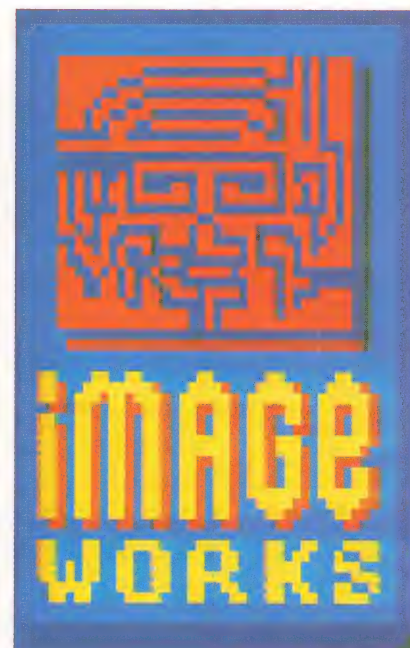
TIME TRAVEL

This ability to be able to walk into the future, into the past and into adventure and fantasy ties in well with the release of Imageworks' license of *Back to the Future II*. We may not be able to propel you back or forward in time, but with Disney's genius and magnificent achievement in Orlando, we can do the next best thing.

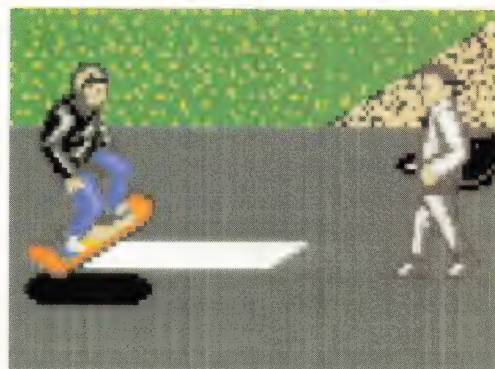
In the game, *Back to the Future II*, Marty must redress the course of time or the entire world could be knocked clean off its axis. One of the greatest adventure writers, H. G. Wells, wrote the most famous time travel adventure and during his investigations, he discovered that time was another dimension, with a starting point and a destination and, like travelling horizontally or vertically, it might be possible to travel from one point in time to another. A critic said: "Next He'll be saying we will travel to the moon one day."

But what effect could we have on the world if we travelled into the past or the future? In all of the famous stories, the effects of time travel are always drastic, showing that time is balanced on a fine edge. One action, one word, one decision could start a chain reaction of events which could effect the entire world and bring turmoil to the passage of time. In one particularly inventive time travel novel called *Time*, an enterprising leisure company offers trips into time and you could choose which era you wanted to visit. But the guidelines and rules stated that you must not move from the viewing area. But one time traveller, who chooses the prehistoric era places the heel of his shoe over the line and crushes an insect. When they return to the present, the sky is undescrivable colour trees are ugly spindles and blue in colour and human beings have no features on their faces and a lizard-like eye on one hand - perhaps it's safer to experience time travel at Disney World.

In *Back to the Future II*, a dramatic change is brought about just by a sporting almanac which lists the sporting results of the



20th century. Griff, the villain of the story, goes back in time with the almanac and bets on dead certainties, and Marty must travel through the passage of time to take back the almanac. *Back to the Future II* is a great movie and the game adheres to the storyline with different styles of gameplay. Hoverboard chase action leads to puzzles for you to solve and there's some great graphics and animation of the De' Lorean taking off into the passage of time. The game is due to be released simultaneously with the video of the movie - look out for it!



COMPETITION TIME

The competition is a word search. Look for names and words which are linked with time, time travel and the movie *Back to the Future II*. If you manage to find all ten names and words from the puzzle, send the competition entry page to:

ST Action,
'Back to the Future
Competition', Interactive
Publishing,
Europa House,
Adlington SK10 4NP.

FLORIDA, ORLANDO, U.S.A.



BORING RULES AND GUIDELINES

If the winner of the Orlando trip is under 18 years old, they must be accompanied by a parent or guardian. You can take the holiday from now until the end of November or between January to March. The next five names out of the sack with the correct answers will receive a copy of the video, Back to the Future II, and the next five will receive a copy of the Imageworks' game.

WORD POOL

DE'LOREAN ✓

MARTY ✓

H.G. WELLS ✓

WATCH ✓

HOUR ✓

TARDIS ✓

DOC ✓

BIFF ✓

SKATEBOARD ✓

THE GREAT IMAGEWORKS GIVEAWAY

The answers to the Imageworks compo are as above:

Name

Address

Post code

Daytime telephone number

I own a single ☐ double ☒ sided machine (Please tick appropriate box)

Karate and Judo fight it out in the lounge. A round house kick... a somersault... a karate chop - could this be Jackie Chan on his way to a fancy dress party?



Cartoon Capers goes some way to paying homage to those globally-loved cartoons. To all intents and purposes, this is an unarmed combat game played with cartoon-style characters, which is an odd and uneasy match that doesn't quite make sense. This is a rather simple game, but there is some inventiveness in the plots which just about saves it from mediocrity. The graphics and sound are pretty representative of the cartoon-based games already on the market. In it's favour, I thought the four different groups of joystick controls added some spice to the game, but on the whole I found the whole idea of cute cartoon characters gifted with martial arts skills a bit of a mismatch.

JS

"The humour and invention of the great cartoon teams of the 50's and 60's created the finest entertainment in animated cartoon cinematic history. Now, Mandarin pay homage to this magical era."

CARTOON CAPERS

MANDARIN (£19.95)

There's a one or two player option in this 'paw to claw' battle and we first set eyes on the stars in the lounge. But before the combat begins, you have the option of a 30 second practice in which unopposed, you can get used to the joystick controls. If you've ever played an unarmed combat game, you'll be instantly familiar with the controls in Cartoon Capers. The eight directions of the joystick combined with pressing and releasing the firebutton gives your character a total of sixteen possible movements and actions. But rather ingeniously, these moves change in each scene which is why there is an optional practice at the beginning of each level. To be more precise there are four different

groups of movements. With each direct hit sustained the injured character falls down in a dizzy daze and a power meter at the top of the screen displays a hit.

Meanwhile, back in the lounge, Judo and Karate are fighting like the proverbial cat and dog - well they would do wouldn't they! The first scene is designed as a warm up for the game, as it is just a straight scrap. But as you progress, there are more traps and props and greater intervention from other elements of the cartoon. For example, in scene 2, the fight has continued into the kitchen and to make things even more difficult, a canary flies above the feuding pets and drops a weight - if your character is directly underneath, the consequences are serious. In scene 3, Judo the dog and Karate the Kat appear in the garage. On this occasion, as they fight it out tooth and claw, an unseen interloper bungs in a few well-placed bombs which sit, sizzle and then explode, blackening the nearest character - this registers as a hit. In this scene, you can also pick up the bomb and throw it at your

opponent making sure it doesn't go off in your paws - hence the title of the scene, 'Hot Potato'. As you progress from scene to scene, there are more crazy scenarios to contend with.

STA



In the garage, an unseen hand lobbs in sizzling bombs just to spice up the competition.

STA
Rating
57%

GRAPHICS: 61%
SOUND: 60%

LASTING APPEAL: 55%
ADDICTIVENESS: 58%

DIFFICULTY: AVE
1ST DAY SCORE: 5600

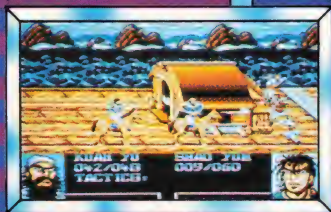


The fight spills over into the kitchen and passive budgie tries to end the feud by dropping a heavy weight. Then an allied mouse pushes the weight into touch for the bird to pick up again.

Cartoon capers stands as a fitting tribute to the versatility of Mandarin's games programming language, STOS. It has to be said that the game itself isn't the most inspired piece of arcade action, but considering its production, Cartoon Capers marks a milestone in ST games history. The blend on unknown cartoonesque characters with beat'em-up-style gameplay doesn't quite gel. Nevertheless, the presentation is excellent with big, bold sprites and tuneful background music. Still, a nice try and a triumphant first showing for a STOS created game.

NC

MASTERS OF THE ARCADE CHALLENGE!



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DYNASTY WARS™

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Atari St. CBM Amiga.
(IBM Pc available only on Dynasty Wars)



Screen shots from various formats



ILLUSTRATION: PETER ANDREW JONES COPYRIGHT: SOLARWIND LIMITED.

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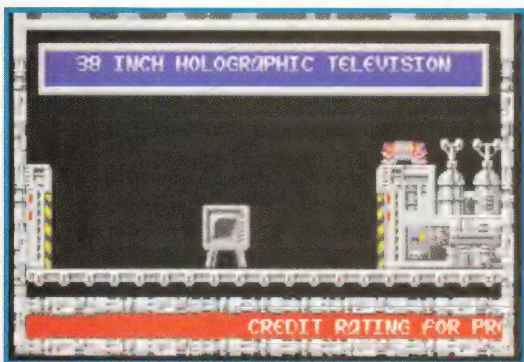
I wasn't overly impressed with the seemingly simplistic gameplay of Arc's Pyramax, but I think these thoughts differ somewhat once you have had the patience to get past the first few tricky screens. I found it to be amazingly addictive, but the initial frustration of constantly being killed may put some of us off. To sum up, a infuriating game to begin with, but later reveals a nice shoot 'em-up with a difference.

AS

Pyramax is the sort of Shoot 'em-up combined with a maze exploration game that is bound to appeal to the masses, sporting excellent presentation, taxing gameplay and fast 'n furious action. The difficulty level is set superbly, allowing you to progress gradually instead of being too hard to play or too easy to enjoy. If you are looking for an addictive little game that should offer a challenge, should could do far worst than look at Pyramax - I think you'll find a good little game that should impress.

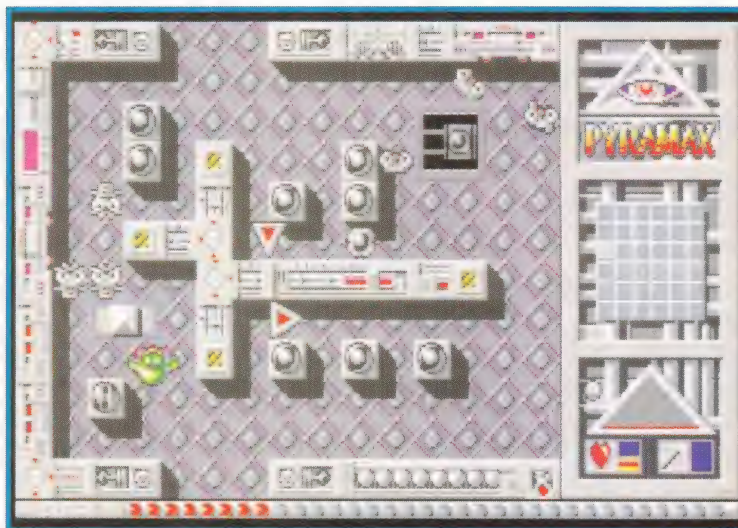
JS

In similar vein to the 'Generation Game', the extra bonus prize you collect come rolling along the conveyor belt. Items such as Microwaves and T.V.s appear - it is only a shame that they missed out the cuddly toy!



You wipe your brow as you peer into the hazy distance. In front stood your goal - the Pyramid of Thaal. You knew the forest of Xandor would be tough to pass through but you have sustained cuts and grazes all over your body from the hostile vegetation! Legend has it that, inside, the great race of the Thaalians built ingenious machines that would serve their every purpose. As the centuries past, so the technology increase at an alarming rate.

The Thaalians relied more and more on their 'Robo-slaves', and to save work the droids were assigned to creating even more to overcome the large work schedule. The Thaalians over-looked a major problem, though - the Robo-slaves were programmed 'To serve the Creator'. Now what they didn't realise is that the creators were now the other 'bots. The saw that the humans, or carbon-units as they



The name of the game is to pass through each screen and as you do so, you must touch each 'touchstone'. Once done, the stone will rise into life, acknowledging your success, therefore allowing you to pass onto the next.

PYRAMAX

"Guide Max Dangerous, the intrepid explorer, around the Pyramid of Thaal in search of the legendary crystal in Arc's latest, Pyramax."

ARC (£19.95)

called them, had no purpose and that they helped to nothing at all. It is for this reason that they set out to destroy the original creators, leaving only the robots to rule the land. But the robo-slaves weren't entirely heartless. They were grateful for designing the droids in the first place and therefore built a symbol of remembrance - a six-story pyramid that holds the legendary Thaalian crystal at its apex.

You play the part of Max Danger - an intrepid explorer that intends to conquer the pyramid and claim the crystal for his own. To do this, you must first conquer the six levels that are ridden with robo-slaves and the like. As you progress through this tricky game, you hope to find bonus prize that you can retrieve and add to your list of booty. I very much doubt if you will find the going that easy, though. For instance, you won't be able to stroll up a few flights of stairs, find the gem, snatch and stash it in your pockets before sliding down the banisters and walking back again! The pyramid is littered with hostile droids that treat you as a treat and

intend to rid you of your adventurous life. Everytime you collide with one of them or maybe take a hit from a laser blast, one bar of your energy will be knocked off. Once all of your life force has faded, you fall to the ground and spin out of existence. Luck has it that our Pogo look-alike has been blessed with lives (Hooray!), thus making his difficult life far easier. Extra lives or energy can be gained by shooting the appropriate blocks and then collecting the icons once that are left behind. Each screen has a touchstone, and for each screen to be cleared, you must touch the stone, thus activating part of the levels access. Once this has been done on each screen, you can advance to the next level.

STA

STA
Rating
69%

GRAPHICS: 70%
SOUND: 58%

LASTING APPEAL: 65%
ADDICTIVENESS: 72%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: N/A



The screen absolutely blasts you with information about Max Danger. His energy level is the red triangle, his invincible cloaking device is shown at the bottom and you progress is reported on the map on the right hand side.

YOLANDA

by Steve Bak

THE ULTIMATE CHALLENGE



ATARI ST SCREEN SHOTS

Attention game freaks! So you think you rate as a good games player? Well think again! You're nowhere until you try **Yolanda**. The fastest and most difficult platform game ever.

You take the part of **Yolanda**, offspring of the mighty *Hercules* himself, cursed by the death goddess *Hera* to be shunned by all mankind. Your only hope of lifting the curse is to re-enact the *twelve tasks of Hercules* - and that's going to take all the speed, strength and reflexes it's possible for a mortal to summon.

You'll get the chance to get up to speed in the specially designed *trainer level*, then it's straight down to some of the fastest platform action you are ever likely to experience.

- Over fifty levels of unrelenting *fast action*.
- Unique trainer level for beginners.
- Random level selection - you'll have to stay on your toes.
- *Joy-stick twitching* gameplay that'll keep you coming back for more.
- Game design by the legendary **Steve Bak**.
- Available from the end of July 1990 for the Atari ST and the Commodore Amiga. Price £19.99

Light years ahead

Millennium, Chancery House
107 St Pauls Road, London N1 2NA



MILLENNIUM

Being the *Dungeon Master* fan that I am, I was thrilled to see that Gremlin have released their long awaited space adventure, *BSS Jane Seymour*. The game is very similar to the aforementioned classic in that it has tremendous atmosphere and a whole host of creatures to battle against. Jane's playing area is neatly set out, with easy-to-use icons placed so actions can be made quickly. The graphics and sounds are both equally brilliant, and combine with the immense addictiveness to make a first class game that is a must.

NC

The *Jane Seymour* - a biological research vessel that set sail into the deep mists of space over a decade ago on a mission to take samples of any alien life form that it can across. With a full set of crew, the mighty ship started it's trek light-space not knowing what was in store. Little did they know that when they engaged the warp engines, one of them would fail, setting them light-years off course. As well as being lost, the *Jane Seymour* had sustained heavy damaged and was leaking large amounts of lethal radiation around the ship. Most of the crew had been killed or been driven mad by the harmful overdose, and those that didn't would only perish from the coldness of space or be eaten by the escaped extra-terrestrials. Before they were destroyed, they had to send out a distress signal, which wouldn't reach Earth H.Q. until it was too late.

Back at the Federation Headquarters, the beacon arrived and a decision to investigate this strange happening was made quickly. a member of the highest rank of space marines was to set of after the *Seymour* before penetrating the hull, analysing the damage, getting all systems on-line before piloting the ship back home. There was one small problem though - the aliens weren't going to let any body on deck with out a fight, so

The main screen is divided up into the play area and the status screen. The status screen indicates your current health level (shown by your face turning into a skull!), a heart showing how well you are standing up to the pressure, and lastly, the geiger counter to the right of your health.



BSS JANE SEYMOUR

"Explore BSS Jane Seymour's bowels in this futuristic Dungeon Masteresque graphical 3D adventure."

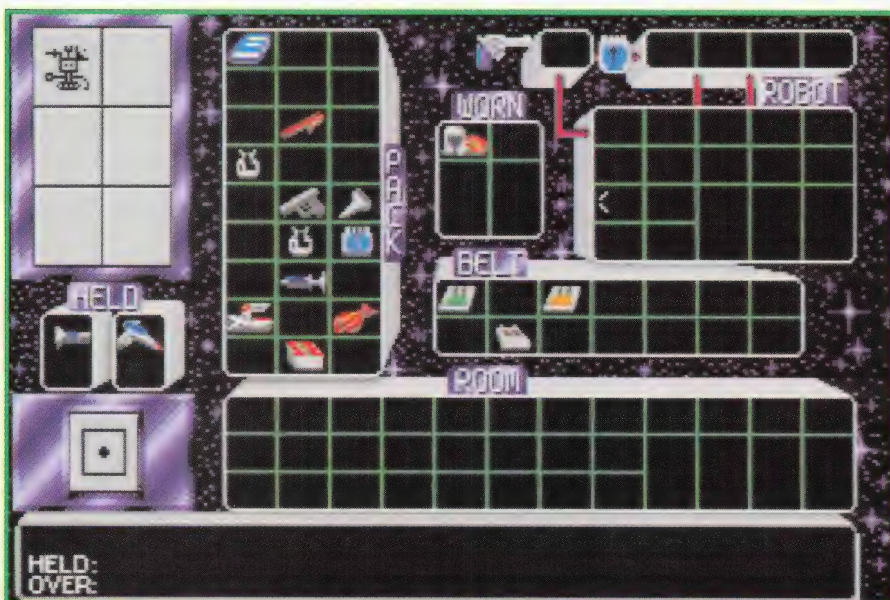
GREMLIN (£19.99)

weaponry must be found on-board to use against any hostile life-forms.

The use of passwords allow the player to restart his game from the last level he was able to reach, or alternatively you can restore a save game, therefore starting from the last point instead of just the last level.

The main gameplay area is divided up

into the 3D room area, your status panel and the direction pointer. To move your hero (who, incidentally, can be defined as either male or female) you simply click on the arrows on the direction pointer. The room display shows everything that is in front of you, including objects that are scattered around and oncoming aliens (Arggh!). The face in the bottom left-hand corner of the screen reveals your health, and as it gradually depletes, your face



Place all of the objects you have found in your back pack, belt or other carrying aid ready for later use. Remember to hold weaponry in your hand otherwise you'll be fumbling for the essentials in the heat of the battle.

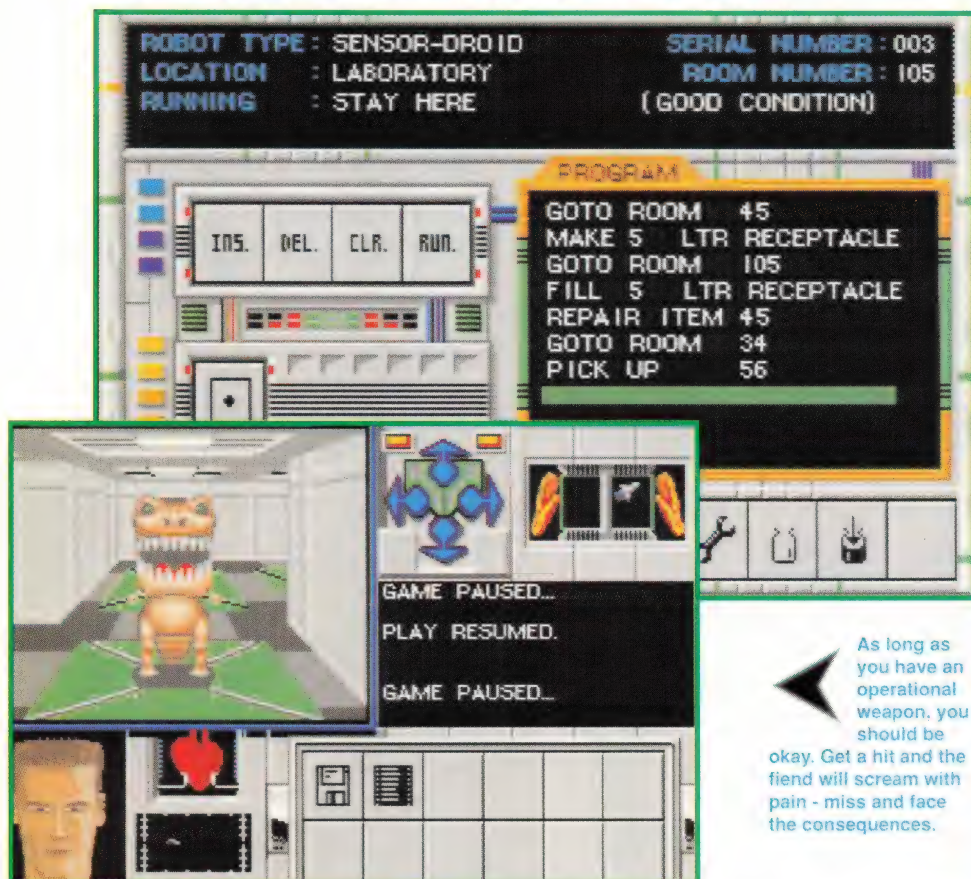
STA
Rating
85%

GRAPHICS: 82%
SOUND: 76%

LASTING APPEAL: 86%
ADDICTIVENESS: 82%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: N/A

There are six types of robot to program and try to find the chips for, and you must first find out where the body of the bot is before attempting to program it with your orders.



turns into skull. To the side of your health is the gieger counter. This informs you on the current level of radiation you have taken in. Let it rise too far and your health will lower even more.

The inventory screen keeps track of all items that you acquire, all of which are held in either the belt, your backpack or you might be wearing the item. All chips and the like are stored to use on the robots, whose memory banks can also be accessed from here. As well as loading up you carrying equipment, you can carry one object in either hand. This gives easy access to vital objects such as weaponry or energy restorers.

You may encounter robots that seem to wander aimlessly about the numerous decks, but these aid you rather than prove to be a hindrance. These can be programmed by inserting chips into the memory banks, and then informing the droid of its new task. You can ask the bot to travel to a certain room (each one is numbered) where it will hold position or perform a number of repairs providing it is equipped with the correct tools.

There are twenty ships in total that need to be restored to their previous con-

dition, and each one of them being divided into three levels: the main deck; the lower basement and the dorsal area.

Useful information can be gained from hacking into the ships computer system. This is done by using the icons that appear when in the presence of one of these beasts, and once you have entered the 'net', all will be revealed. A map of all of the places you have visited can be called up, meaning that you will no longer need your pad of graph paper and biro to map out your path! The ship's status screen indicates the conditions of the ship's systems (i.e. power to the life support, etc.), and a brief description of all known aliens and crew members can be brought up on screen at the simple press of a button.

Recharging the items such as door cards and flashlights also plays another vital part in the progress in BSS Jane Seymour. There are numerous rooms that have a recharging capability scattered all

Gremlin have produced some of their finest games in recent times, what with the launch of Super Cars, Skidz and now BSS Jane Seymour. Where as the aforementioned two were based around arcade action, Jane Seymour has proceeded to venture into the world of 3D adventures, similar in vein to both FTL's brilliant Dungeon Master and Pandora's Xenomorph. I think the combination of Jane's graphics and sound as, well as the in-depth gameplay, is bound to make BSS Jane Seymour a first class winner. Fans of Xenomorph and Dungeon Master are bound to love this one, as did I.

AS

It seems that Gremlin have gone from strength to strength with their latest releases, what with Skidz and now the superb BSS Jane Seymour. Everything about Jane Seymour is highly polished, as well as being excellently presented and particularly user-friendly. There are a myriad of places to visit, and the long-term challenge should take any hardened adventurer more than a few hours to complete. Yet another fine piece of software to add to Gremlin's growing list of reputable products.

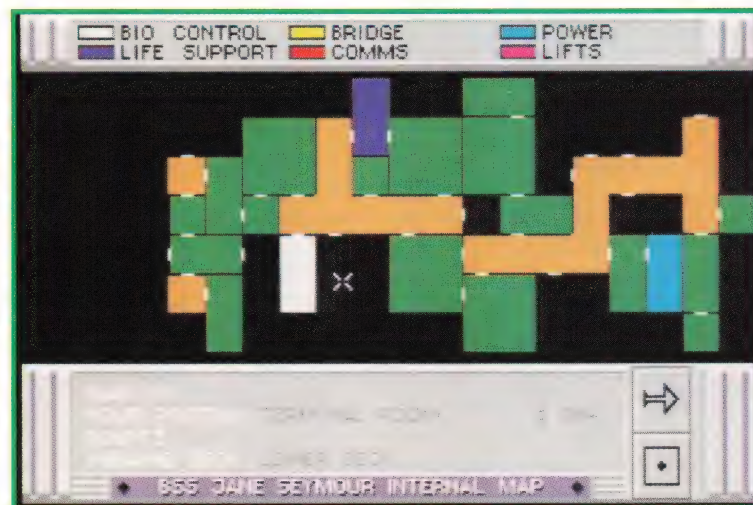
SW

around the ship's decks, and once you have located the required room, it is a particularly good idea to take careful note of the room number for your future reference. Not only that, you may also find that you could send off one of your robots to recharge your equipment for you! Of course, having said that, you can't have everything done for you and if you wish to progress further into this space age adventure, you must pick up your blaster and give the alien filth a lesson or two in who's the boss!

STA



There is no doubt about it but BSS Jane Seymour certainly does play like Dungeon Master and Xenomorph, and keeps up with the brilliant reputation of games of the genre.



Thankfully, BSS Jane Seymour has catered for those that like to know where we are without the hassle of having reams of paper with little scribbles on them! An in-built mapping system allows you to view the path you have taken.

Armed with an initial \$20,000, it is best to start the game by looking at the map and deciding on which site to choose.



SIM CITY

"With the whole country up in arms over the Poll Tax it must be really tough being a councillor. Can you cope with running your own town?"

— ■ INFOGRAMES (£19.95) ■ —

Sim City puts you in the shoes of a city mayor. At the outset of the game you'll be presented with a newly terraformed area of land over which you'll be able to develop your metropolis. Naturally, you'll need funds to finance the building of various commercial, residential and industrial zones. A power station should be the first building-project you undertake. Even when contemplating where to position this, you'll have to decide whether to opt for a coal-fired furnace of a water-cooled nuclear reactor (the latter causing less pollution but providing more worry because of the possibilities of meltdown). Houses are always a good idea, although care should be taken not place all residential areas

next to the water - not everyone can afford riverside apartments! Of course, you're townsfolk will need to work somewhere, industrial units decrease the value of the land around them and attract the criminal element but are a necessary evil if you want people to move into your town. Finally, commercial units provide some jobs and allow inhabitants to buy the provisions they need. Once you've linked up all these with power-lines, rail-links and roads, you'll have a basic town.

At any point in the game you may view a number of



Traffic can become a real problem. Too much congestion and the people will leave town. On the other hand, if they can't get about they'll leave anyway. WHY not create an extensive rail network instead.

STA
Rating
88%

GRAPHICS: 73%
SOUND: 68%

LASTING APPEAL: 89%
ADDICTIVENESS: 92%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

Is this a game or a simulation. The more zap-happy amongst you will probably not appreciate the finer points of Sim City, but believe me, it's a real experience. The graphics may not be state-of-the-art, but the limited animation combined with the good use of colour proves to be more than adequate. The sound is also pretty basic, although this in no way detracts from the overall gameplay. Sim City has that certain something that really makes it stand out. Everything happens pretty slowly but the compelling gameplay makes you want to carry on for hours. Personally, Sim City is my choice of software for this month, get it while stocks last.

NC

graphs, maps and general statistics. An overall evaluation will inform you of your town's population, your popularity, what the inhabitants are complaining about and the like. A careful eye should be kept on what the people think of the tax-rate. If it's too high they'll move out, too low and



With your power station firmly in place you can start to build your sprawling metropolis. Place a few residential units, one commercial and a number of industrial ones and you'll soon find yourself with a minor town.

When the people become restless because crime is on the increase you are advised to look at your maps and see which areas are most affected.



you'll find yourself running into the red.

In addition to the three major zones, you'll also be required to provide various public services. By looking at the various maps you'll have to place both fire and police departments. Without these, your population will grow restless and move out of town. Parks and stadiums, although not an immediate requirement, can be made later on during development. These provide your population with recreation facilities and so keep moral riding high. Naturally, it costs money to maintain public services, so an appropriate tax rate will have to be set accordingly.

Commerce is an all-important part of the game. Should you find yourself with enough money, it may be wise to invest in either a busy harbour or a lavish airport; both bring in extra trade, but you must have the capital to invest in the first place. Obviously, as a town grows so does the congestion on the roads. People will soon complain if the streets become too busy.

Depending on the difficulty level you set the game at you may just encounter some kind of disaster. These range from tornadoes to flooding and earthquakes to air crashes. If you're really unlucky, you may just encounter a Godzilla-type monster rampaging through your city. There are no real ways of winning in Sim City. However, progress is marked by the size of your settlement's population. You start with a small village and progress to a town, when your population exceeds ten

thousand you achieve city status and should you reach fifty thousand inhabitants you can call yourself a metropolis.

Last but not least, Sim City comes complete with a number of pre-set scenarios in which you must rectify a certain problem that's facing a city. These range from turning Dullsville into Megabuck City and dealing with earthquakes in San Francisco. **STA**

1973 Fiscal Budget			
Tax Rate		7%	
Taxes collected		\$2,116	
Amount Requested	Amount Allocated	Funding Level	
Trans \$2,567	\$2,567	OK	
Police \$600	\$600	OK	
Fire \$700	\$700	OK	
Cash Flow		-\$1,751	
Previous Funds		\$18,462	
Current Funds		\$16,711	
Go with these figures			

With everything in its place and all going to plan you may think that all is hunky dory. However, building isn't the only side to being a mayor. You'll need to set taxes and keep the population happy.

Those budding Maggie Thatcher's amongst you will love this one. I sat over the old ST for hours playing God to a rapidly increasing population (that's if they believe in you). I found that I could be an angel or the Devil himself to those poor hapless individuals in my sprawling metropolis, giving them parks and stadiums or merely high taxes, pollution and air crashes. Treat them well and they'll come in droves to your city, treat them badly and you'll have riots in the streets and a ghost town on your hands. A really enticing and unique little game for all you potential megalomaniacs.

JS

Yep, here's a game that should have you tapping at your computer until the early hours of the morning. Sim City is a unique game that has you hooked as soon as you boot it up. The graphics are clear and well defined without being too flash. The sound effects are rather basic although they in no way detract from the action. My only criticism is that after a few hours play, when you finally achieve metropolis status, there seems little more to do. Personally, I try and get my population up, then start a new settlement. Still, at the end of the day, Sim City is a novel piece of software that should appeal to most ST owners.

SW



Rampage! Just when you thought all was going to plan, a huge green Godzilla-type monster decided to invade your town.

How close to you reckon you can get to that candle. Ol' condom features huffs and puff and breathes a sigh of relief.



"Welcome to Bubble Ghost" Said a spooky voice at the start of the original. Now we can use the word condom to describe the ghost - we hope!"

BUBBLE PLUS

INFOGRAMES (£19.95)

Bubble Ghost is one of those games where you wonder how the designers came up with the idea. Just think of a ghost (which looks uncannily like a condom) blowing a bubble through a haunted house wierd huh? Anyway, the idea obviously worked, and now there's a sequel to this instantly likeable arcade game.

The spooky voice doesn't feature in the sequel, but apart from that, it's surprising how similar Bubble + is to the original. Once again, our ghostly 'Mate' (sorry) wiggles and waits for your guidance in the hallway of the ghost house.

Once again, the innovative and effective mouse controls features in the game with the ghost moving with the roll of the mouse ball. Then, with left and right mouse buttons, you can spin the spooky one to face in any direction.

With your help, ghosty must guide a bubble through the house which is fraught with jagged edges, candles and spikes designed to burst your bubble, literally. It is advisable to get used to the quite unusual controls before moving the bubble. Once you've mastered the directional movements and manoeuvres, it's time to exercise the ghost's lungs. By pressing the SHIFT key, our ghost purses his lips and gently blows the bubble in the direction he is facing. Carefully, you must manoeuvre the ghost around the bubble like a collie around a flock of sheep, guiding and steering the gossamer protege through one door and out of another.

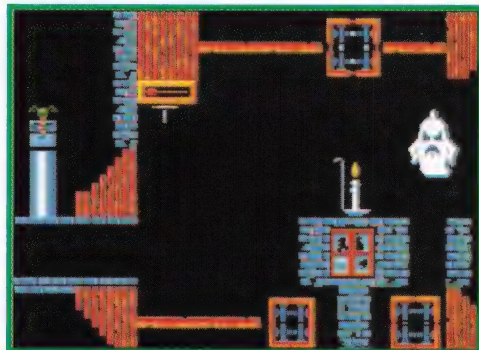


Sliding shear blades, jutting spikes and burning candles is not conducive to the the prolonged life of a bubble, but it makes for great entertainment.

stantly likable, Bubble + exudes immediate appeal and the gameplay will keep you occupied for weeks. It's such a daft idea and yet it works perfectly - a highly original interpretation of arcade gameplay. The controls are very inventive and unusual as they combine mouse and keyboard simultaneously - they work very well! A simple but innovative concept which works a treat. My only criticism is that apart from a few new features and hazards, many of the traps have been re-hashed and it is here that the game is too similar to the original.

JS

You burst my bubble you silly b.....! Ghosty glares at daft game player.



Past burning candles, sheering blades and jutting spikes, sometimes you only have a fraction of an inch around the very delicate bubble - the slightest touch, the bubble bursts and ghosty stands with hands on hips and glares at you. Bubble + has many new hazards and features, and the rooms are even more difficult to get through. The sheering blades slice the air as spikes jut out and you must have split second timing to get past. Another difficult situation is judging how close you can get to the candles before the heat bursts the bubble - sometimes there is a mere millimetre in it. And so the game goes on with ghost and bubble in perfect harmony - absorbing it is!

STA

When the original Bubble Ghost was released it could justifiably be described as inspired. Bubble + is basically more of the same. Sure the graphics are well-defined and colourful and music accompanies the action nicely. However, there really isn't anything new for those of you who have seen the original game before. For the uninitiated, Bubble + represents a game that would probably appeal to the younger gamesplayers. It offers a tricky challenge and will have players curing at it for many hours. Personally, although I liked the first game, I fell that Infogrames have just manufactured more of the same. A good game, but nothing outstanding.

NC

STA
Rating
58%

GRAPHICS: 59%
SOUND: 53%

LASTING APPEAL: 56%
ADDICTIVENESS: 58%

DIFFICULTY: AVE
1ST DAY SCORE: 1500

FALCON™

INTERNATIONAL
AWARD WINNER

MISSION
DISK

VOLUME
2
VOLUME

THE BEST JUST GOT BETTER!

THE BEST JUST GOT BETTER!

Mission Disk 2 takes the best simulation of daylight dogfighting into the world of radar intercepts and beyond visual range weapons.

Friendly ground forces need your help. Not only do you have to stop the enemy tank onslaught, you also have to protect your own forces and vital installations from enemy raids.

Messages from ground control will allow you to assess the overall tactical situation. Will you have to scrub your strike mission and go after the enemy bombers? Keep an eye out for the possible fighter escort. You may have to cope with two incoming raids simultaneously and up to five enemy aircraft in the air at once!



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- ▶ **UP TO FIVE ENEMY AIRCRAFT IN TWO INDEPENDENT ATTACKS AT ONCE.**



Spectrum HoloByte™

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As soon as you are happy with your qualifier time then you can choose to participate in the next race. Keep your eyes on the starter lights and as soon as they hit green, open the throttle and let her rip.



So you want a racing game that features super-fast, frantic action? Guess you'd like to be able to play a two-player mode with it too? Well, the answer to your prayers is here. *Combo Racer* is a unique race-style game that will test your skills to the limit. The graphics are beautifully drawn and incredibly fast. Meanwhile the in game sounds, despite sporting the usual droning engine noises, are great. The gameplay is demanding but the overall fact remains, this game is great fun. Gremlin's *Combo Racer* is a must, especially when played by two contestants.

NC

"Jump onto your motorcycle along with your co-pilot and race around some of the most hazardous race tracks devised."

COMBO RACER

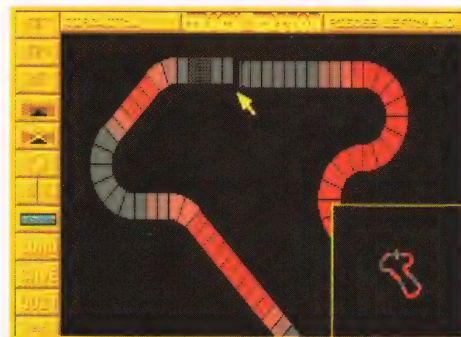
GREMLIN (£19.99)

Combo Racing isn't a well known sport but it is fast catching on. Although it looks very similar to motorcycle racing it does require a great deal more skill. Instead of a single rider there are two which includes the actual pilot of the

motorcycle who steers it and changes gear and the co-pilot that leans the bike into the corners by shifting his weight in the appropriate direction. Two players can participate in *Combo racer*; one drives the bike while the other controls the co-pilot. There is also an option to play as a single player but you only have the choice of controlling the bike, the computer takes the part of the co-pilot. On loading up the game you are presented with the game options. These allow you to practise a race track, which can be selected via the joystick, begin the season or participate in the next race. You'll need to practice first as this will allow you to become accustomed with the track that you will next be racing on.

On the practise race you will be against the clock. Each lap each is timed so you'll have to take the corners sharply and avoid slamming in to any roadside objects. As soon as you are happy with your lap time you can then press ESCAPE where control will be returned to the main options screen. To sign on you must select the Begin Season option where you will then be allowed to enter your name on the race roster. Hop on your Combo and get ready to burn rubber because you have just been entered into your first race. To

If you become a little bored with the default tracks then you can enter the track editor and design and save your own masterpieces.



determine your position on the starting grid you will be required to race a qualifier. Keep your eyes on the starter lights and as soon as they turn to green hit that throttle and let her rip. The position of the riders is indicated to the top of the screen and the leader is highlighted.

Once you have become accustomed with the tracks and fancy a something new then you can enter into the track editor section of the game. The track editor allows you to alter any of the previous tracks or design your own through the use of clearly defined icons that represent the different pieces of track.

STA



Your co-pilot will need to lean into every corner so that the Combo racer doesn't tip over. Crash and your final position will be in jeopardy.

STA
Rating
79%

GRAPHICS: 84%
SOUND: 81%

LASTING APPEAL: 76%
ADDICTIVENESS: 78%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

As far as racing games go *Combo Racer* is an excellent product. The action is very fast and after my first go my hand was aching from twisting the joystick into the corners. The idea of two players simultaneously controlling the bike is a very good idea and highly original, something which most games these days lack. The speed on the update is very impressive and the pace doesn't slow down even when you enter a tunnel. The overall appeal of the game is enhanced by the excellent sound effects that recreate the bikes engine fairly realistically and with the inclusion of the superb track editor you are really getting two games for the price of one. You can't really go wrong, can you?

SW

WANNA BE A REVIEWER?

Now's your big chance to join our team of experts. ST Action are in the process of recruiting new members of staff to join their reviewers. Due to extensive changes to the magazine, we are currently looking for someone to fill the position of "games-

reviewer" on a full-time basis. Applicants will need to be over sixteen years of age and satisfy the conditions displayed below. All applications must be made in writing to: Nick Clarkson., ST Action Reviews, Europa House, Adlington Estate, Macclesfield,

Cheshire. SK10 4NP. Remember to include all relevant details about your self and, if possible, enclose a photograph. All applications will be treated in the strictest confidence.

Alertness and attentiveness are essential in this job - You'll not only need to be able to spot a good game when you see one, you'll have to be able to tell which are the toadies, too.

New team members will need to be overflowing with enthusiasm. Reviewers need to be outgoing, charismatic and down-right zany. However, we don't want clowns - hard work is also involved. If you're a real character and feel you could make it as a reviewer apply now. But remember, as the old saying goes, "You don't have to be mad to work here, but it helps."

It's a little known fact, but reviewers are stringent time-keepers. For the most part they work a five-day week, arriving at the office at 9.00am and leaving at 5.30pm. However, the ability to keep to deadlines is an essential attribute and should work fall behind applicants may be asked to work overtime.

Although ST Action is a dedicated games machine reviewers are encouraged to take an interest in other aspects of their machine. It's not simply a question of playing games all day and then simply writing down what you think of them. You'll be asked to carefully plan out your review's layout too.

Naturally, being adept at computer games is a big help. Reviewers should be the kind of people who drink, eat and sleep video-games. If you specialize in shoot'em-up, platform games or adventures, so much the better. Your skill at playing computer games could become more than just a hobby, it could earn you money!

Fame and fortune could await you. As a reviewer you'll be treated like a V.I.P. at all the computer shows and you'll get to see the latest games long before they're released to the general public.

When you tell people you review video games for a job, they usually assume you're onto a good thing. Don't be fooled. Playing the games is only a small part of the job. Applicants will also need to express themselves on paper. If you want to be a reviewer you'll need to be able to write clearly and concisely about your subject. If you've got either a GCE or GCSE in English, so much the better.

As a reviewer in ST Action you'll be expected to understand the workings of your machine. If you already own a sixteen-bit machine, so much the better. ST Action will provide you with all the kit you need but we can't teach you the dedication and loyalty you'll need to display.

Of course, the job does have its perks. Software houses show reviewers appreciation by burying them in promotional goodies. You may never need to buy another T-shirt.

Knowledge of Computer games is invaluable in this game. You'll need to bags of experience.

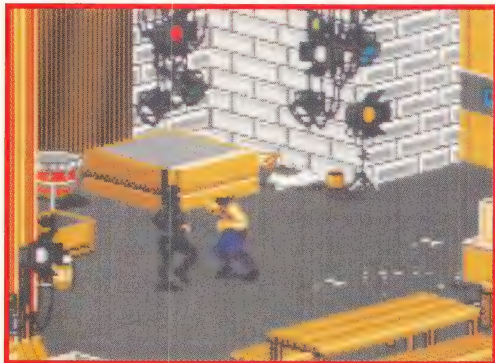
Successful applicants will need to live (or be prepared to move) within travelling distance of our plush offices in Macclesfield, just south of Manchester.



Well, it did take a long time coming but it is finally here. Last Ninja 2 was excellent on the C64 and it made quite an impression but it seems just a little too dated now and I'm not sure that the conversion to the ST was really worth it. The graphics haven't really been enhanced and the sound is basic and uninspiring. The character animation is fairly realistic but the martial art moves are far too limited to keep the game interesting. The control method can cause quite a few headaches and takes a little time to get use, too. There are far better martial art games around at the moment and my advice would be to give Last Ninja 2 a miss as it is just too dated in comparison to others.

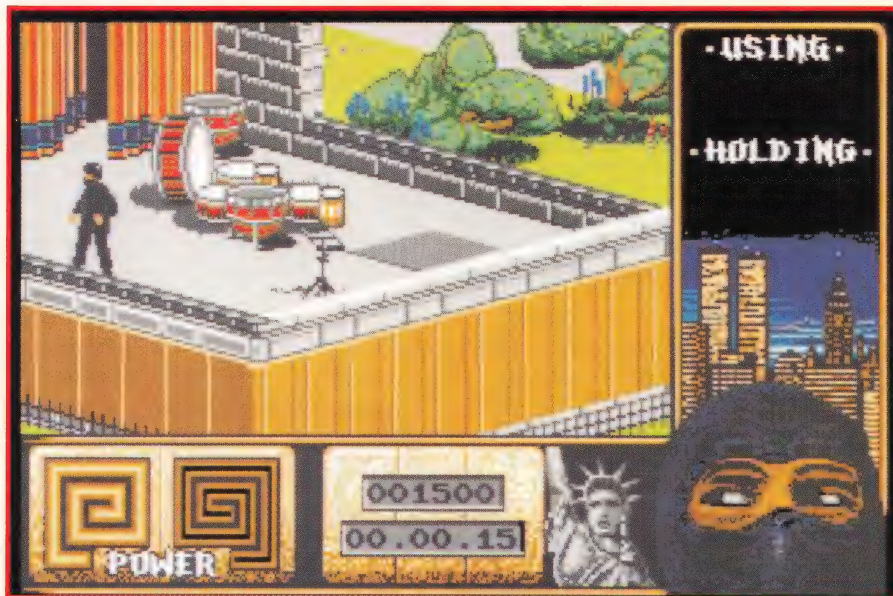
SW

Here is your first adversary. You'll have to kill him as he is guarding the lift shaft control panel that will gain you access to the lift and the pavement below.



Ninjitsu techniques and history have been shrouded in mysticism and now the Ninja has arrived in New York, his mission - to clean up the streets of hoodlums and destroy the evil Kunitoki - the Last Ninja's sworn enemy and murderer of his sect. Kunitoki, an evil Shogun, destroyed the Ninja's in a desperate purge and although he had been supposedly killed during a battle with the Last Ninja, Armakuni, it was discovered that he had escaped death

This is where Armakuni begins his quest for the evil Shogun, Kunitoki. On the far side there is a curtain that may hide some secret and revealing room. The lift shaft control may be behind it



"Armakuni, The Last Ninja, is back and hot on the trail of the evil Shogun, Kunitoki, who wiped out his clan."

LAST NINJA 2

— ■ SYSTEM 3 (£24.99) ■ —

and sought sanctuary in New York City. Ninjas are well trained in the art of assassination and the use of weapons as well as the open-hand basics that all martial arts stem from, and it is these skills that you will need to master in order to make your way through the dangerous streets.

Through severe meditation Armakuni has arrived safely in New York. He begins the game on top of a warehouse building, where musical instruments lay scattered on the floor. He picks himself up and makes his way cautiously behind a cur-

tain. On entering the next room he is immediately confronted by a thug. Kicks and punches are exchanged - most of the New York thugs have had training in the martial arts, it seems - but eventually the thug goes down. Armakuni proceeds to investigate the building. He discovers a lift point which he smashes. Making his way back to the roof he discovers that by smashing the lift terminal he has opened a lift shaft that appears to lead out onto the streets below. With the stealth of a cat he leaps down the hole and steps out onto the street. It seems that Kunitoki has already heard word of Armakuni and has sent out his minions to kill him. No sooner



The action is as intense outside as it is inside. These may look like peaceful joggers but they will soon reveal their true selves as martial art experts and servants of Kunitoki.

System 3 have been working on the Last Ninja 2 for as long as I can remember and, for me, it's been something of a disappointment. The game seemed to hold a certain charm on my old C64 but on the good old ST it just doesn't come over as half as impressive. The once incredible graphics don't look suited to the ST and the movement on the main sprite is clumsy and awkward. Perseverance does bring rewards, but, sadly, not enough for me to want to keep playing it. A disappointing conversion that hasn't been worth the wait.

JS

STA
Rating
72%

GRAPHICS: 77%
SOUND: 69%

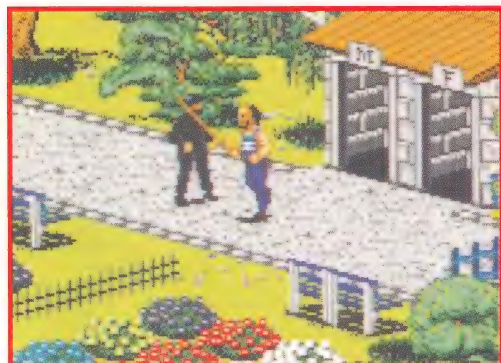
LASTING APPEAL: 73%
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 5250

has he reached the street when, once again, he is attacked by what seemed to be a peaceful jogger. Armakuni uses lightning kicks and punches which wear his energy down until he sinks in a crumpled mass. He looks around for an exit and decides to take the top pavement exit.

Controlling Armakuni is done through a joystick with different combinations allowing him to kick, punch, leap through the air and pick up objects. When you enter a new location any objects that can be collected quickly flash so that you know the whereabouts of it. You can then go and collect the object by positioning Armakuni over it and pulling the joystick in a south-east position while simultaneously pressing the firebutton. Any collected objects will appear in the inventory window that is positioned to the top-right of the screen. It will appear in the 'HOLDING' window and you'll have to select it in the 'USING' window if you want to carry the object and use it later on. Your energy bar is represented by a spiral that depletes as more hits are taken. Some of the enemy that you encounter will be armed with nunchukas and poles. If they manage to strike you with a weapon then your energy bar will be reduced quite substantially. You'll have to drop each character twice before they die otherwise they will regain consciousness and attack you again. Eventually Armakuni will find Kunitoki's hideout where he will come face to face with the evil Shogun in a fight to the death.

STA

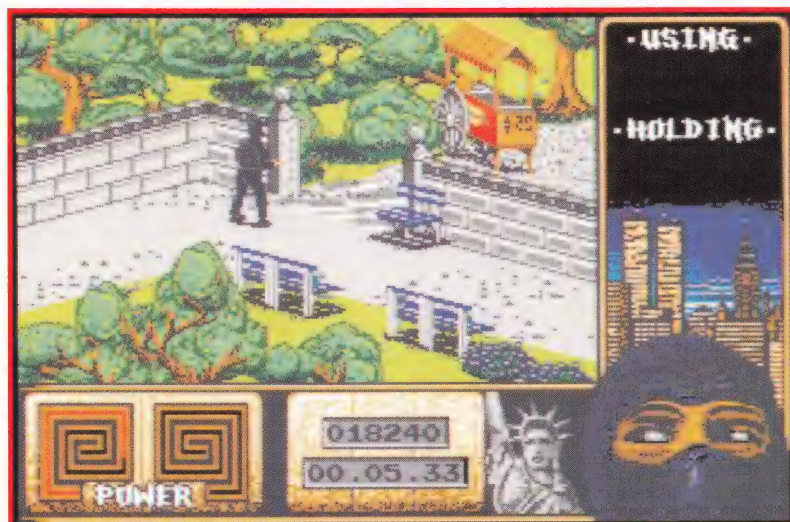


Not all of the enemy will use just open-hand techniques. Some of them will be brandishing a weapon and it is these fellows that you will have to watch out for.

Some of the areas will seem inaccessible at first but there is always some way of reaching them. Most have some kind of grating fence that can be climbed.



The New York streets are always filled with street-entertainers that juggle balls and other various objects. This one's special trick is to juggle knives - at you.



Whenever you enter a new room, if there is an object in it that can be collected then it will flash to indicate that it can be collected. This juicy hamburger looks nice.

We've been waiting for the arrival of the second last ninja for quite a while now, and if you were wondering what happened to the first one - there wasn't one. The game falls into the beat'em-up arcade-adventure category and spans across a huge playing area. There are many puzzles contained within the game, and the constant assaults your hero is treated to really keeps you on your toes. Personally, I was expecting more from the graphics. Even so, the presentation is excellent. The sound effects are pretty basic - it would have been nice to hear a few more digitised effects. Never the less, *The Last Ninja 2* is great fun, it's not quite the classic of the 8-bit machines, but it's a good game all the same.

NC

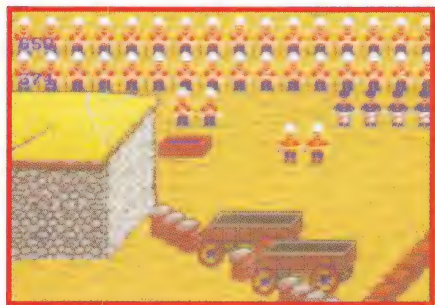
STA
Rating
64%

GRAPHICS: 62%
SOUND: 59%

LASTING APPEAL: 66%
ADDICTIVENESS: 65%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

Outnumbered forty-to-one, your brave red coats charge at the savages



January 22nd 1879, the British undertook the first engagement with the Zulu empire. They had assumed wrongly that they would be slaughtering ignorant savages. But on the contrary, lead by their King Cetshwayo, this was a disciplined army of 50,000 and more. Then, in a sudden surge, 4,000 warriors pressed on to the British outpost at Rorke's Drift. Here was a camp with limited fortification, a church, a hospital filled with wounded and sick and guarded by 101 able-bodied men. The lines of Zulus appeared on the ridge and on the orders of a lieutenant Chard, the British prepared make-shift

Being out numbered ten to one is never much fun, especially when the enemy are the fearsome Zulu tribes of South Africa. Impression's Rorke's Drift may not appeal to some gamers. Indeed, with its strategic and wargaming element many shoot'em-up fanatics will be put off by the lack of zapping contained within the game. However, with its colourful presentation and ease of overall use, Rorke's Drift provides an essential stepping stone for anyone wanting to get into this kind of game. Hardened generals won't find Rorke's Drift too challenging, especially with the limited number of scenarios. However, for something not too intense, Rorke's Drift represents solid piece of software.

NC

RORKE'S DRIFT

"Zulus to the left, to the right, behind and in front. 101 Red Coats were about to be attacked by 4000 warriors - this is Rorke's Drift."

— ■ IMPRESSIONS (£19.99) ■ —



With limited materials, your make-shift stockade has been constructed and using the mouse, you deploy your men around the fort.

fortification.

Because of the low rank of the commanding officer, this is a battle of individuals at field level. Each of the 137 men are represented as individuals and each has a set of eight movements. It is your decision when to advance retreat, rest, aim and fire. Each man has a skill level of shooting and fighting hand to hand as well as an individual level for health and ammunition. Rorke's has two distinct phases, Command and Battle. During the Command phase, all action ceases while you decide your actions and issue orders. But back in the Battle phase, the simulation controls the Zulu assault.

A clock starts ticking an hour before the battle. You've already constructed your defence and using the mouse, you can deploy your men around the fort and then move the clock to the battle hour. Turning to the map icon and clicking on any part of the mapped terrain transports you to that area, which allows immediate access to different areas of the battlefield. Here, a second set of icons appear and you can gain information and statistics about both your own men and the Zulus. Meanwhile, in Command phase, you begin to issue orders in preparation for the bat-

tle. Clicking on directional arrows you can move your men to different positions and there's a choice of speed; walk, run and charge. Issuing the command to charge, your men will automatically engage the enemy as soon as they reach them and Battle phase is automatically deployed. Now you can give battle commands, such as unarmed combat and rifle fire.

There are two arrow icons one which moves the men while clicking on the other brings their specific skills into play. So there you have your own pocket army at your disposal - although I don't fancy the forty-to-one odds much.

STA



An orderly administers first aid to a wounded officer.

I really enjoyed the simplistic and open approach in Rorke's, with its comprehensive and simplified control and icon system. I particularly liked the field level, low rank individual view-point of the battle, which makes a change from the aloof, high rank command usually associated with wargaming. Also, the presentation is fresh and effective, but my only gripe is the limitation of the battle. You see, Rorke's is a simulation of a battle which took place in a small area with a small amount of men - you can practically get to know them. Therefore, unlike massive, longterm battles, there are limitation to the scenarios which I reckon will effect the longevity of the game. Nevertheless, I enjoyed it.

JS

Atari
1040 STE
£449.95

GTGA - SMALL TIPS..SMALL TIPS..

Hello, you cheating ratbags and welcome to yet another installment of your uncle Crispy's Giving the Game Away cheats page. Usually, during these summer months things get a little slow. However, the sixteen-bit ST scene seems to be thriving in the summer sun - except for here in Macclesfield, where it never seems to stop raining. We've oodles of stuff for you this month, so with out further a do we'll get on with it.

SONIC BOOM-ACTIVISION

So you bought this decidedly average shoot'em-up did you? I suppose you thought you were going to get a game that was a complete walk over didn't you? Well, in spite of all its short comings, Sonic Boom isn't as easy as it may sound. However, if your about to jump off of the nearest kerb, stop! Help is at hand. Malcolm Kirby from Bedford has sent in this particularly hand little tip. Play the game as normal, pausing to weep as you just make it onto

the high-score table. Instead of inputting your own name try entering the name of that well known children's TV star, Dougal (Okay, so some of you may not remember that far back, but so what?). Having entered this obscure cheat, play the game as normal. Pressing "F1" will top-up your energy, tapping "F2" will give you a full set of droid planes and whacking "F3" will allow you to complete the level. Not bad, eh?



SIM CITY - INFOGRAMES



Okay, here's one heck of a handy cheat for one heck of a novel game. Apparently, according to Douglas Clarkson (my brother!) of Selsey Bill in Sussex, if you wait for the main screen to appear, hold down the "CAPS LOCK" key and type in the four-letter word, "MONEY". You should find your account increasing by the princely sum of \$10,000. However, Doug does reckon that if you use this feature too often the game could well crash. So remember kids, little and often.

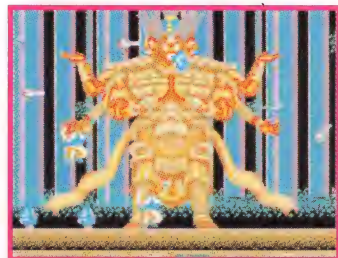


NINJA SPIRIT - ACTIVISION



Activision's oriental beat'em-up didn't exactly set the software scene alight. However, Paul Squires of Guildford in Surrey seemed to enjoy the blood thirsty action. Paul has managed to find a handy cheat. Just how you guys find these little gems, I'll never know. Anyroad, Paul reckons that if you press the "F9" key to pause the game, press the "CAPS LOCK" key,

the hold down both the "CONTROL" and "SHIFT" keys the game will restart itself and you should find yourself with infinite lives and the collision detection switched off. Paul adds that you have to press the keys in the correct order for the cheat to work correctly.

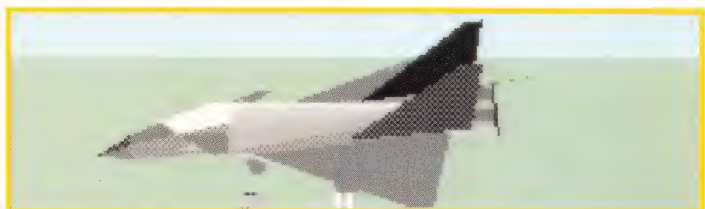


F-29 RETALIATOR - OCEAN



Gor blimey governor, here's a really great tip - especially, if like me, you're absolutely rubbish at landing a million-dollar jet fighter. Apparently Annie Wills of Birmingham has come of with one of the best tips going. She reckons that instead of entering your own name on the duty roster you should type "THE DIDY

MEN". Thsi will have no effect on the overall play of the game. However, once you've completed a mission and are attempting to land your bird, try tapping the "ENTER" key. If you have entered the cheat correctly you should find your jet lands itself - pretty handy eh? Thanks Annie!



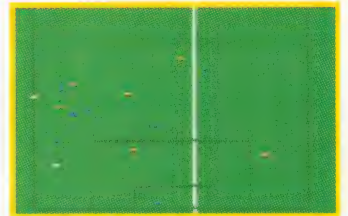
GTGA - SMALL TIPS..SMALL TIPS..



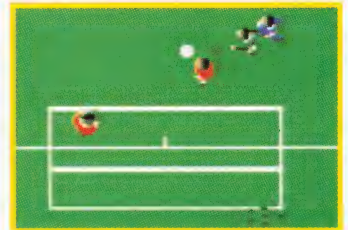
SPACE ACE - READYSOFT

Here's a useless cheat if ever I saw one. Okay so your the joke of the neighbourhood, all your mates laugh at you and just because you couldn't complete Readysoft's brilliantly animated Space Ace - life's a bitch! Well, don't worry we have the solution. Play the game as normal and, just as Borf comes in to attack you, pause the action. Whilst in the pause mode type "GODE-MODEXTER". Next, press the

firebutton and tap "enter" before unpausing the game. With this cheat correctly entered you should continue the game. On your last life you should find that the computer takes over completing the game for you. So practice this method and then invite all you mates around to watch your gamesplaying skills in action. Thanks to Tony Newell of Newport Pagnell for that one.



KICK OFF - ANCO



Okay, Okay, I know it's getting on a bit but Jeremy Cordes of Witley Bay says its the finest month football calendar and you should all be aware of this first-rate cheat for this first-rate footy game. By now all of you should own a copy of Anco's Kick Off. Well, here's an easy way of saving any penalty the opposition boot in your direction. When you perform a dodgy tackle in the area keep your firebutton pressed and your goalie will save the penalty every time!



KID GLOVES - MILLENIUM

Remember this wicked platform romp? It appeared on our coverdisk a few months back and Nigel Barry from Newport has been playing it ever since. According to old Nige, if you pause the game and type in the word "RHIANNON", followed by tapping the "F9" key you should make yourself invincible. It also seems that pressing the various function keys after typing in "RHIANNON" will perform other various odds and ends, but we'll leave them for you to discover in your own time.

RAINBOW ISLANDS

Those of you who have been playing Ocean's brilliant coin-op conversion, Rainbow Arts may just have found a secret room. When entering these hidden sanctums you may find that you are given some sort of hidden code. Well, just in case you were

wondering what these meant, here's the low down. Young Garry Simpson of Stirling says that if you enter these codes at the beginning of the game you'll receive all manner of juicy goodies. So, without further ado, here are the all-important codes.

BLRBJSBJ - Fast Feet
RJSBJSBR - Double Rainbows
SSSLRRS - Fast Rainbows
BJBJBJS - First Hint
LJLSLBLS - Second Hint
LBSJRWL - Continue On All The Rounds



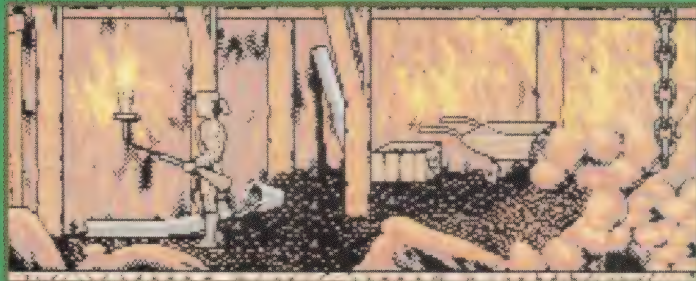
DON'T FORGET!

Yep, here's just a gental reminder telling you where to send all those lovely-jubbly tips and cheats. Anything you want to submit to ST Action's Giving the Game Away should be sent to us at GTGA, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire. SK10 4NP.

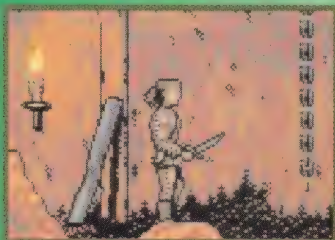
GTGA - COLORADO PART II

A couple of months back we printed the first part of the Colorado player's guide. Now we can bring you the second part in this exciting installment. What's that? You can hardly wait? Let's get straight on with it, then.

IN CHEYENNE COUNTRY



Move right twice and then jump over the fire. Turn right and pick up the skin. If the icon is not available, put down the object, pick up the water skin, swap it at Biggle's store for gunpowder, change the powder horn and then pick up the object that you



put down. At the first fork take the upper road.

MAC BIGGLE: Swap the nuggets and the big nugget. Go right and then take the second fork. Take the one at the back behind the tents. Make the sign of peace to the medicine man and then find out what the parchment says. Go back to the first fork and then take the lower road in front of the tent. Fight the giant in the same way as you did the bear. Go right and make the sign of peace to Chief Two Moons. Find out what the parchment says and then return to the canoe.



TERROR IN THE WOODS

Move right four times and kill the Indian. Move right to Mac Biggle and kill the chief and take the necklace and skin.

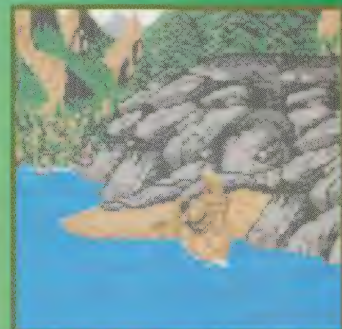
MAC BIGGLE: Swap the necklace and skin. The silver bullet and potions can be left there. The powder horn can be swapped and you can drink a potion. Return to the third room in the forest and take the passage at the back and to the right of the rock. Climb the mountain and fight the Indian (you can avoid him but be careful of the sheer drop). Archer in the next room: Reload the gun beforehand, crouch down on entering the scene which will cause the archer to shoot an arrow with standing/ crouching action. Use the gun and then jump and move right.

POWHATAN'S CAVE

Save you position. Take the right blind alley and climb at the bottom. If you take the right, kill the bear with the dynamite and the gun or in the traditional way.

Return to the left and choose the barrel on the extreme left (move back to avoid the blast of the explosion); the Passage of the Great Cross is open. Move

left and take the lift and then return to the mine. Go back to the fork then move to the back to return to the peak.



GTGA - COLORADO PART II

THE MEDALLION OF COURAGE

Return to Chief Two Moons and put down the papoose. Recover the medallion and take the canoe at the beginning of the camp and then go back to the forest. Move back up the mountain and make a new game save in the cave. Leave the cave by the right and keep on going right, killing all animals that you encounter.



TWO MOON'S SON

At the foot of the peak save your position and then climb the mountainside to the level of the sticks. Climb and at the top fight the Condor. Take the papoose and then return to the mine. Walk to the cave using the lift and travel back down the mountain. Pick up the silver bul-

let that you had previously put down. In the second room, in the forest, use the passage behind the large bush. Move left and then reload the gun. Kill the Indian using either one of your weapons. Move right, jump and then move right again.



IN THE KINGDOM OF THE DEAD

Save the game once again and take the passage behind the burial-place on the right. Note



the contents of the parchment and move right. Pass in front again and then to the right. Kill the two wolves and then move right once again. To kill the lone wolf, load up the gun with the silver bullet, take two steps to the right and then use the gun, shooting low. Because you have the medallion you will not be hurt by the Great Spirit. Finally, take the canoe.



POCAHONTA'S GOLD MINE

Move right and then place the medallion in front of the chief. The passage will then open and that's it - you've completed Colorado.



GTGA - HELPLINE...HELPLINE...HELPLINE...

Here at the Giving the Game Away Helpline we've been snowed under by your cries for help. There must be a whole horde of games stuffed into the back of disk boxes, just because games-players can't get past a certain end-of-level creature. Well never fear, GTGA is here. Open that box, dust down that disk and send us your problem. You never know, we may just know the answer. Send all your pleas for help to us at: GTGA Helpline, ST Action, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire. SK10 4NP.

KLAX - DOMARK

Arrrrh! This game is brilliant, but it's driving me absolutely nuts! A Klax of three tiles is no problem, but four is damned near impossible. So come on GTGA, what's the secret?
Adrian Ingles, Dudley. Staffordshire.

Yep, we agree that this game is an absolute killer. Almost everyone can create a Klax consisting of three blocks, but four is a little more tricky. First off, let's get one thing straight - if your thinking of getting a four Klax in a vertical formation then forget it, it's impossible. Instead, try forming horizontal patterns. These are a lot easier to create as long as you remember to place the end pieces first (otherwise you'll make a three tiled Klax and won't receive a bonus). Don't forget that you can hold tiles and flip them away, too. Finally, if you've got nerves of steel and are feeling really cool, try forming diagonal Klaxes - they're tough!



DRAGON'S LAIR

"Help!", came a cry from deep within Singe's lair. Being a daring and noble knight I ventured forth to save the princess Daphne. But alas, because of my poor gamesmanship, she would soon fall foul of the creature's dirty deeds. You see, oh mighty oracle they call GTGA, I am stuck deep within the Dragon's Lair. I've defeated many fearsome foes, slain terrible monsters and survived deadly traps. However, I've finally met my match. Having sent the Shadow Knight to an early grave, I jumped into my rickety boat only to encounter the white-water whirlpools. Paddling frantically, I evaded the first swirl easily. Naturally, the second seemed simple, too. Simple that was, until I was sucked into it's vortex. I've tried timing the move but to no avail. Come on GTGA, help me help the fair princess.

Jack the Lad, Mevagissey, Cornwall.

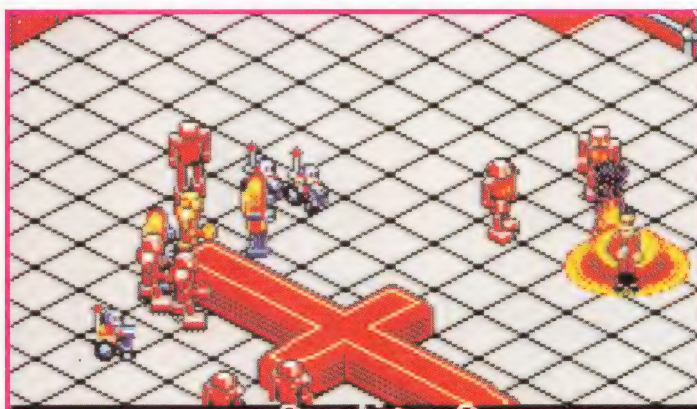
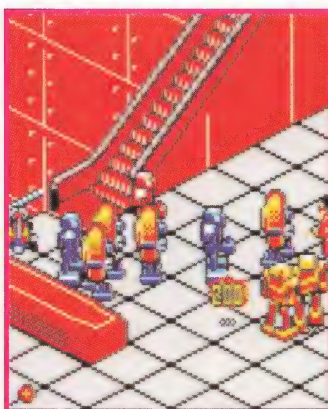
Oh, Jack, thou art truly a most foolish knight. Hast thou not tried moving thine trusty joystick inst another direction? Although ye diabolical whirlpool appears on thine left-hand side ye should paddle thine coracle towards it. Pretty sneaky we do'st agree, but those darn Yanks are despicable foe.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Having read your review of Escape from the Planet of the Robot Monsters I rushed out and bought it. I've seen it in the arcades, but never really paid it much attention. Now, however, I have become a Robot Monsters junkie. I agree with your comment that the game is a bit repetitive, but you were certainly right when you claimed that it's highly addictive and great fun. Well, enough of that. The real reason I'm writing to you is to ask whether you know an easier way of nobbling the end-of-level meanies, as I always find these creatures real hard work.

Tony Moroney, Isle of Dogs, London.

We agree that this game is absolutely mad when played as a two-player team effort. The key to success is playing as a team. As you progress through the level, make sure you collect as many bombs as you can carry. These should only be used in an emergency as you'll need all of them to blast the final meanie. When encountering the fiend, one of you should draw his fire while the other sneaks in close and drops his load. Repeat this method until you run out of bombs, in which case use your guns. Eventually the monster will bite the bullet and die.



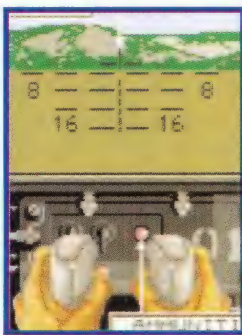
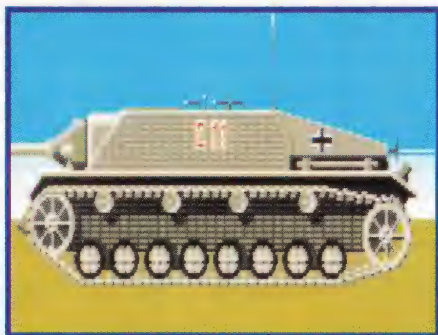
THEMEPARK MYSTERY

I haven't actually bought this game. However, it did appear on your coverdisk and I am finding it all a trifle confusing. What is the overall aim and how should I achieve it? Someone must know and I demand to be told!

David Ip, London.

Good question, David. Right, the overall aim of this demo is to get a ticket which will let you board the mono rail. Once you've done this you should be treated to a slideshow of some of the game's other scenes. So, just how do you do it? First go to the Zoltan machine and press the eject button. You should grab the coin that comes out and place it into your inventory. Get a card from the said machine and keep it. Next, go to the bagatelle machine and play it. If you get a high score, you'll be rewarded with some tokens. These should be used in the Zoltan Machine which will give you the monorail passcard. Good luck!

HELPLINE...HELPLINE...HELPLINE...HELPLINE...

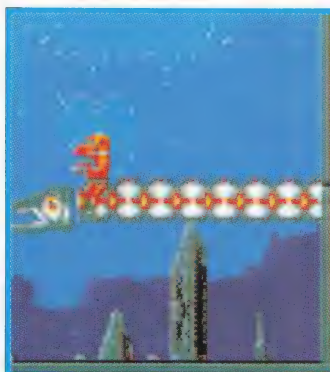


SHERMAN M4

I'm experiencing some trouble with Sherman M4. No matter which of the scenarios I choose to play I always seem to come unstuck to a superior German task force. The blessed Huns always seem to blow me up before I even get a hit on their tanks. What's the secret?

Brian "Buster" Cousens, Dagenham, Essex.

Hmmm, a tricky problem. Are you using all four of your tanks? A useful method is to send them off in different directions. This way the enemy won't have the pleasure of taking potshots at all four of your vehicles. Make sure you also use your reconnaissance jeeps. Using these you'll be able to approach enemy strong holds and see just how fortified they really are. As for blasting enemy Panzers, never stay still. Erratic driving confuses the enemy and keen shooting kills them. Try controlling your gun from outside the tank raise and lower it in accordance to the enemy's position. Practise makes perfect, so keep trying.



X-OUT

I'm really hooked on Rainbow Arts' R-Type variant, X-Out. However, I've been playing the game for weeks and still find it hard to get past the second end-of-level monster. Now I'm getting a little tired of playing the first section. Please tell me how to kill this monster, I'm going spare.

Paul Smith, Aldershot, Hampshire.

Are you talking about the skull-like monster at the end of level one, or the metallic construction at the end of level two? If it's the first one, try blasting at its upper and lower boney bits, timing your assaults between the fireballs he spews out. The second end-of-level machine is easy meat. It's basically like the garbage shoot out of R-Type. Keep low and blast away at the metal parts at the base of the screen. Everytime you score a hit the monster will flash. With this in mind you can aim your fire and kill it with ease.

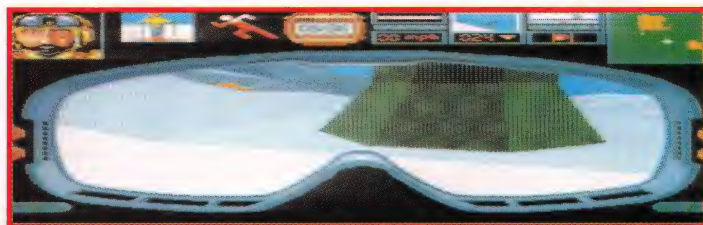


MIDWINTER

Having been persuaded by you to purchase this masterpiece I find myself snowed in by General Masters' forces. I would really appreciate any tips you may have concerning both snipping and skiing as these are my weak points. I read your playing guide the other month and feel that with superior skiing and shooting skills I should be able to wreak havoc.

Hew Jones, Machynlleth, Dyfed.

Okay, prepare yourself for a crash course (excuse the pun) in skiing. Using the mouse, pull left and right to move your skier. Push the left button once to get a walking speed, twice to break into a sprint. The right button will stop your character, don't use this unless you're going downhill too quickly. Always plan your route so you'll either be crossing flat plateaux or travelling downhill. The latter is better, although you should take it easy with less competent skiers. Whatever you do, don't take a route that takes you up the side of a steep hill, your character will undoubtedly blackout. Sniping is best performed from the top of either a church or tree. Wait for enemy vehicle to be appear and slowly take aim. Always fire off a couple of shots an hope for the best.

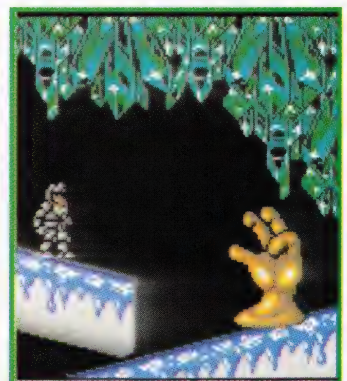
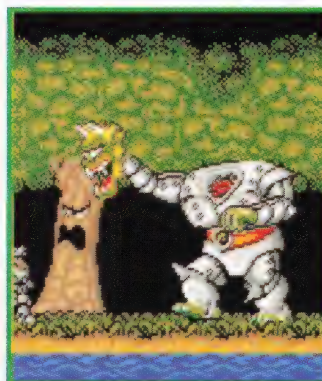
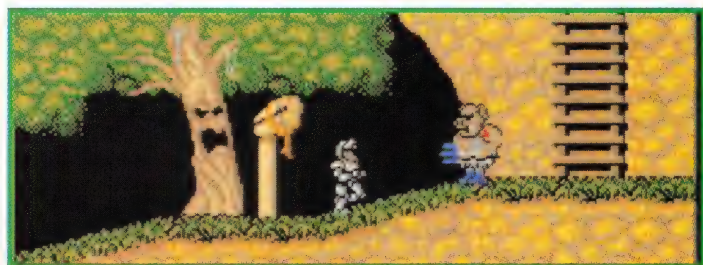


GHOULS AND GHOSTS

I have recently celebrated my seventeenth Birthday. I received loads of great presents (thanks everyone!), but the best one had to be a copy of Ghouls and Ghosts from my brother. We've been playing it over and over and reckon we've nearly cracked it. However, one end-of-level monster still bars our way. I'm referring to the slug like monster at the end of level three. We just can't seem to kill it. C'mon, GTGA, give me a helping hand.

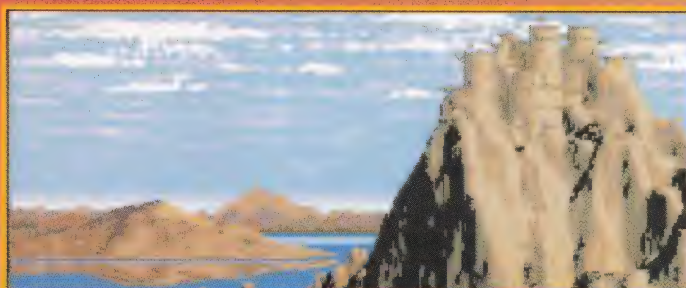
Alan Prescott, High Wycombe, Oxfordshire.

First, make sure you have a decent weapon - personally, I prefer the flying disks. Stand over the eye-like portions of the creature and jump up. Pull back on the joystick and fire downwards. Repeat this process several times on all of the eyes. Eventually you'll kill it and be able to collect the key. Remember to start from the left side and work your way to the right.



GTGA - DRAGONS BREATH

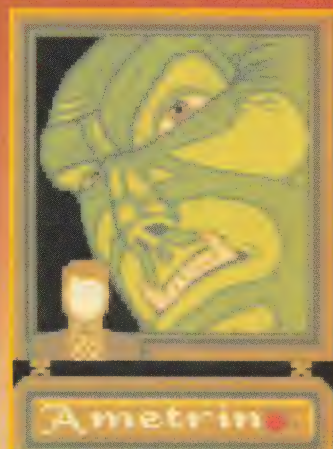
Palace Software's excellent strategy adventure has got many of you well and truly beaten. However, just the other day a weathered scroll arrived in the ST Action mail bag. Chris Littlewood, an arch-mage from the windswept town of Buxton, has come up with some essential tips for all misguided purveyors of Dragon's Breath. Meanwhile, the Action tea boy still believes the best way to conquer Dragon's Breath is with Listerine mouthwash and a bag of parsley - does he know something we don't?



CHOOSING YOUR CHARACTER

There are three characters to choose from; Bachim the Alchemist, Oureod the She-Vampire and Ametrin the Green Beast. All of them have the same skills so it doesn't really matter which you decide to be.

The outcome will depend solely on your performance. A neat tip is to use all three characters. This will allow you perfect your technique before you attempt to defeat the computer



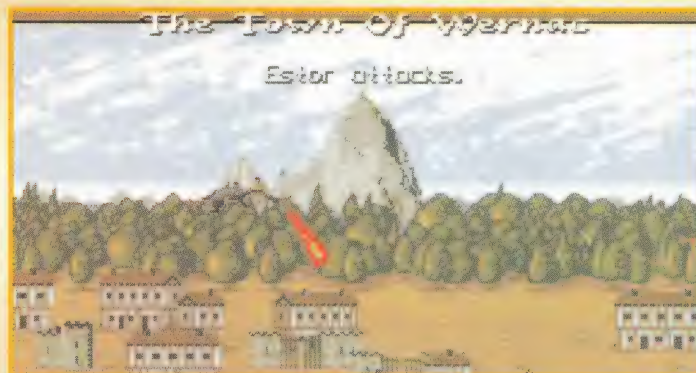
MONTH ONE - GET COOKING

When incubating eggs you must remember one golden rule. The faster you heat an egg, the more it will cost and the weaker the dragon will be. With this in mind your best bet is to set two eggs in motion. The first should be set at around quarter heat, the second at three quarters. Chris reckons that the faster egg will hatch at around the same time as the enemies. This will be to your advantage as you won't find yourself in the dangerous position of being outnumbered.



MONTH TWO - TOWN MANAGEMENT

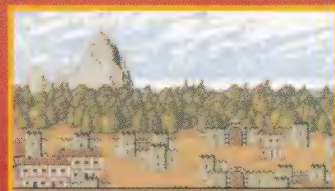
Click on the village you have captured and raise its taxes to the maximum level. As long as you leave your fire-breathing buddy there, the villagers won't dare revolt. It is a good idea to cast a spell that will increase the village's population. This way you'll slightly increase your overall popularity, not to mention



TORCHING TOWNS

Before commencing battle, go to your library. It's best to try and conquer a village that is at war with another town. If the village is in conflict you'll receive a healthy reward for your troubles. When preparing your dragon, select the "conquer and keep" option. Unless you're a real dummy with a joystick, select the training mode - this way you'll be the master of your own

destiny and if anything goes wrong, you'll only have yourself to blame. Should you capture a village, set the taxes and you should find yourself collecting about forty gold pieces a month.



CARING FOR YOUR DRAGON

It's important to keep a breast of you beasts' health. Be especially concerned about the Dragon's disease and health levels, if these are too low you should visit your lab immediately.

Check your diary for important events and, if there is a travelling salesman in the area, stock up on extra provisions.

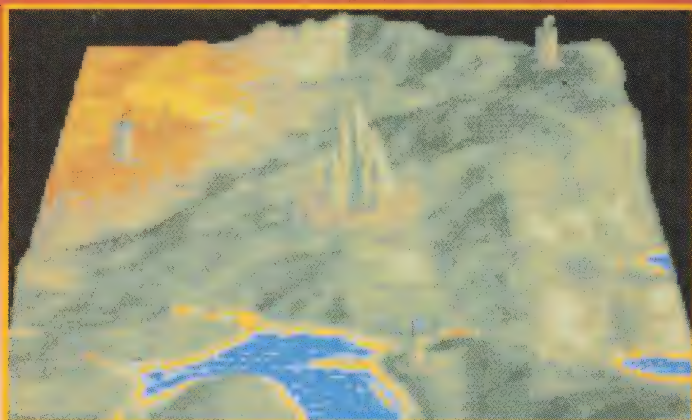


MONTH THREE AND ONWARDS



Keep on casting spells to increase your village's population; this should bring in a few more readies. Keep an eye on your dragon's health and vitality, casting the appropriate spells when and where necessary. Keep repeating this process until the dragon you placed on three-quarter heat finally hatches. When this happens, put two eggs on the boil at half heat. Visit your new dragon immediately and cast a spell that'll increase the beast's eyesight to its full level.

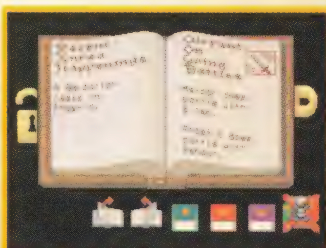
GTGA - DRAGONS BREATH



EYE SPY TALISMANS

This dragon should be sent on missions with medium "zeal" and the "return after task" option selected. Because of his excellent eyesight, the beast will most likely uncover a piece of the talisman. For each village you manage to plunder, set the tax level to about a quarter of all income. This way, the inhabitants won't rebel. As one of your dragon hatches, put another one on the boil at around half heat. When you have five of more dragons leave two in larger settlements and set the tax rate to its highest level. Make sure at least three of your dragons have

good eyesight; these beasts will come in handy for finding pieces of talisman. Once you have uncovered a segment of the talisman send your strongest dragon to guard it. After that, it's just a matter of waiting until you uncover all the pieces.



GENERAL TIPS

Keep an eye on all of your dragons' health and eyesight levels. If needs be, use spells to increase their vitality. Watch out for disease levels, act quickly when things start to go wrong.

Avoid villages in which Barbarians are staying. Always let the computer fly you missions with a medium "zeal" setting, unless you wish to "conquer to keep" the settlement - in which case, fly the dragon yourself.



Avoid other players' dragons at all costs.

Don't incubate too many eggs during the early stages of the game.



POTIONS, CRYSTALS AND MAGIC

Naturally, you'll have to use magic to boost up you chances of winning. We aren't going to give you all the spells but here are a few which use the more commonly available ingredients. As a guide, don't buy extra ingredients until about the third month - when you can afford them!

Increase dragon's health

- 1) Rasgon x 2 - lowest heat and grind.
- 2) Oreganse x 2 - lowest heat and normal.

Increase dragon's speed (also improve wisdom slightly)

- 1) Rasgon x 1 - lowest heat and grind.
- 2) Ulin x 2 - medium condenser and normal.
- 3) Acrus x 1 - lowest heat and mix.

Decrease dragon's disease

- 1) 2 x Rasgon - lowest heat and grind.
- 2) 2 x Mionacal - lowest condenser and grind.
- 3) 1 x Acrus - low heat and mix.

Increase dragon's eyesight

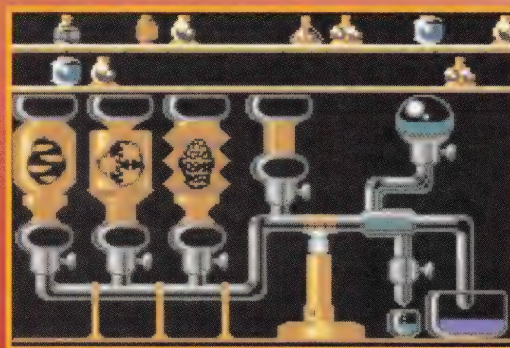
- 1) Rasgon x 2 - lowest heat and grind.
- 2) Igele x 1 - medium heat and normal.
- 3) Acrus x 2 - lowest heat and mix.

Increase village population (also decreases resistance)

- 1) 2 x Titus - normal.
- 2) 2 x Churl - medium heat and normal.
- 3) 1 x Acrus - lowest heat and mix.

Decrease enemy village population (also decrease wisdom of village)

- 1) 2 x Titus - normal
- 2) 1 x Magoem - lowest condenser and mix.
- 3) 2 x Acrus - lowest heat and mix.



BLOCKOUT

"From the brain-teasing minds of the people at Rainbow Arts comes the latest puzzle game in the form of a 3D block puzzle - Blockout"

RAINBOW ARTS (£19.95)

It is at the main menu screen where you will be able to select the various options that will control your game. Select your setup and away you go by selecting start game.



Puzzle games seem to be all the rage at the moment, besides footie game, that is. As one puzzle game comes out, another is released with some new and wonderful twist to the genre. Now, Rainbow Arts have come up with a real corker in the shape of Blockout, a 3D block puzzle game in which you have to slot the blocks in a wall in order to build a block of one colour. The gameplay can be as furious as you desire thanks to the excellent set up menu, although I found the simplest of levels fairly challenging. The graphics are simple but effective, the 3D representation was very nice indeed. The game was a little lacking sonically, but this didn't detract at all from an otherwise superb and puzzling game.

NC

Shifting coloured blocks around in order to create some kind of uniformity has always teased the human mind. First there were simple slide blocks, where the object was to make a picture out of jumbled up tiles, then came along the Rubik's cube and now puzzle games have made the transition onto our humble computers. The latest puzzle game in this long-running saga is Blockout, from Rainbow Arts. Set in a 3D world, the object of the game is to place coloured blocks of various shapes and sizes onto the square wall at the back of the game room. By slotting the various blocks into the correct position, you must attempt to fill the back with blocks of the corresponding colour. If a new block is placed on top of an old one

then a new colour is selected and it is this colour that must then be made.

To make life a little easier, the blocks can be rotated around their X, Y and Z axis so that the shapes can be squeezed into even the most tightest of gaps, but you'll have to do this quickly as the block that you are presently controlling constantly moves towards the back until it slots itself in with the rest of the blocks. The speed at which the blocks rotate can be changed from slow, medium and fast. It is also possible to turn the sound effects on and off as required. By moving the mouse the blocks can also be shifted around the walls so that they can be slot-

ted into place wherever they are required. If the blocks reach the end of the game room then the game will end and you will be allowed to enter your name onto the high score list.

By choosing the 'Game Setup' option from the main menu you can toggle the various effects and attributes of Blockout. From here you can select whether to have flat tiles, 3D tiles or a mixture of both flat and 3D. You can also toggle the speed at which the tiles advance toward the back of the game room and it would be wise to select slow for beginners, although the game automatically selects medium when loaded. There are several pit dimensions to choose from and these are; depth 6 to

STA
Rating
84%

GRAPHICS: 82%
SOUND: 76%

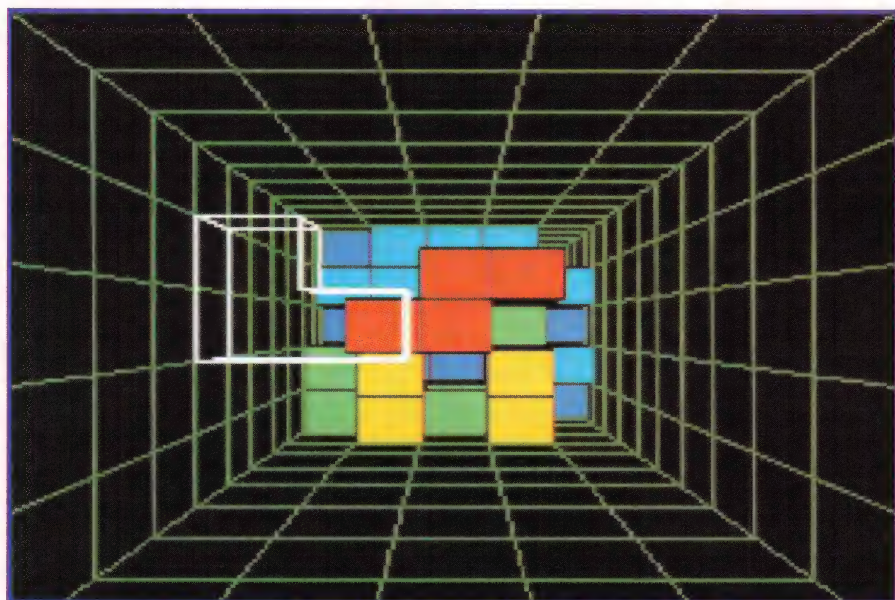
LASTING APPEAL: 87%
ADDICTIVENESS: 92%

DIFFICULTY: AVE
1ST DAY SCORE: 750

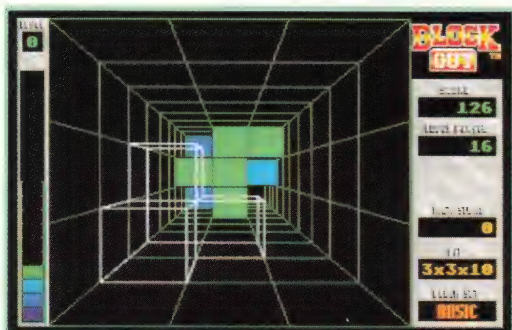


If you can't quite grasp the rotational points of the blocks then you can consult the help option which will give you invaluable information on how the blocks rotate.

The block that you currently control appears at the forefront of the screen. This can then be moved in all directions via the mouse and then slotted in using the mousebuttons.



18; width 3 to 7 and length 3 to 7. This will make the game much harder as you will not have as much room to maneuver the blocks in order to slot them in accurately. If you feel that you'll require a little help to get use to the game then you can select the help option and then go into a practice run. This will help you become familiar with the way in which the blocks can be slotted into the wall and how the different coloured layers are created.



Flat blocks may prove a little too easy after a while so you can then go to the setup menu and select the 3D blocks. These will require a little more forethought when placing.

Oh no! Not another block puzzle game I here you cry. Well, I'm afraid it is. Blockout is a very good example of the type of puzzle games around at the moment but this formula has been tried and tested so many times that I think that the games buying public must be getting just a little sick of every new twist that accompanies each new release. The graphics are nothing new and the fact that it is in 3D doesn't really make the game any better than those that came before it. I found the action addictive for a little while but I wouldn't part with my cash for something that is unoriginal and outdated. I'm sure that it will appeal to some puzzle-freaks out there but I can't see it appealing to everyone's tastes.

JS

There are about 1000 possible combinations of pits and block sets that can be used during Blockout. If you manage to qualify for a place on the high score table you will also be able to save your score onto disk so that you can impress your friends. The setup sequence can also be saved to disk and this can be loaded back in at any time so that you don't have to select your setup everytime you reload the game

STA

Looking very similar to Teramis, Rainbow Arts are definitely on to a winner with Blockout. Although the game isn't exactly original, the 3D environment and options open to the player make it an excellent game that oozes playability and is extremely addictive. The graphical presentation is excellent and the wireframe blocks can be rotated and shifted in any direction smoothly and quickly. The sound is a little simplistic but, as with a great deal of games these days, it isn't really that necessary as the game is marked more on its playability than on its presentation. If you love puzzles then you'll love Blockout.

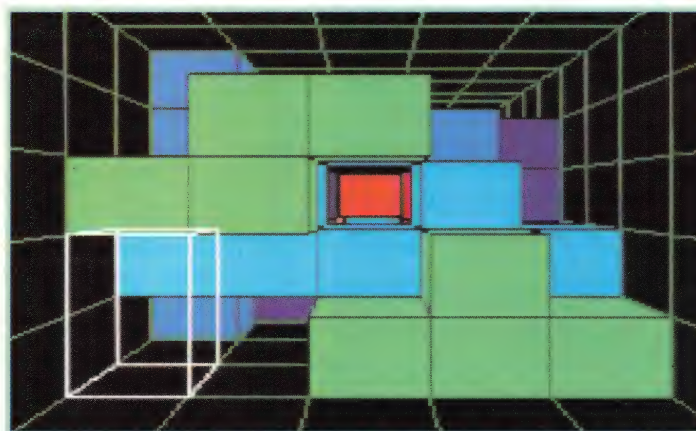
SW

Should you manage to score some points you may be credited with a place on the high score table. This table can then be saved down to disk for later recall.



The setup screen will allow you to toggle the statistics of the game. You can select from different shaped blocks, change the dimensions of the game screen and alter the speed of the action.

The action soon heats up and as the blocks come closer you will have less time to actually place. Points are awarded for creating a single coloured wall of blocks.



DAN DARE III

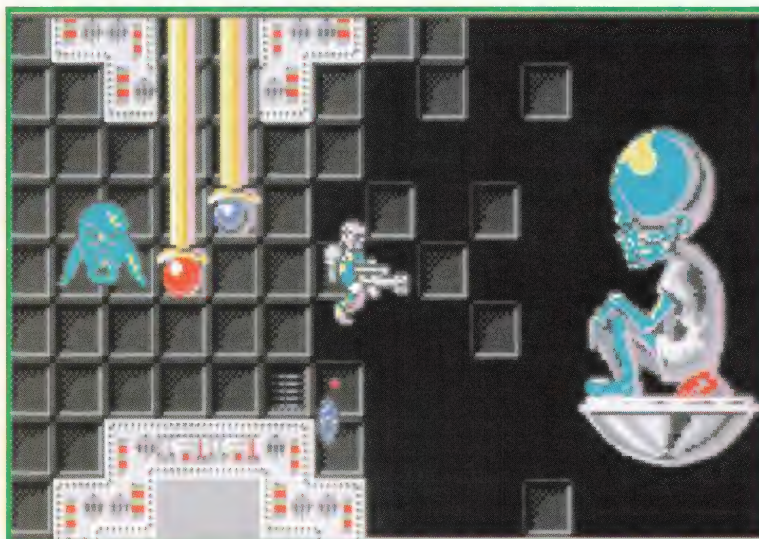
Although Dan Dare III is a playable little game, I can't help but feel that this is a routine platform/shoot'em-up romp, with Dan just plonked in for the sake of it. The action takes place over a few samey screens that could have been home to any nasty you care to mention, and our hero could have been anyone from Bravestar to Flash Gordon. Still, what is there is enjoyable enough - if a little repetitive - but whether I'd actually pay twenty-quid is another thing. On reflection, probably not.

JS

Once a level has been completed, our hero must negotiate a 3D time tunnel. If, however, he strays out of the concentric squares, his energy will be sapped and he will be sent back to the last level to try again.

"Eagle's square-jawed hero, Colonel Dan Dare, is forty years of age this year and, by way of a celebration, Virgin have released a game to coincide with his birthday."

VIRIGN (£19.99)



Dan comes face to face with his arch nemesis - the Mekon. Only repeated shooting will destroy the Treen scientist, prompting him to drop useful goodies when he eventually dies.

way to where his trusty spaceship is waiting. Unfortunately, during his valiant attempt to escape the Mekon's tractor beam during his capture, the ship's tanks have been emptied and require five cans of fuel before our hero can make his escape.

Naturally enough, you assume the role of Dan and must negotiate the five stages that make up the Mekon's lair, and collect the necessary fuel to escape. However, along the way, Treen mutants, sent out by the mad Mekon to intercept you, must be avoided or shot - the latter of which earns you money, but more of that later... Each of the five levels consists of a maze of tunnels, and using the joystick to control Dan, you must thrust and blast your way to the transporter that awaits at the end of the stage, pausing only to destroy the huge guardian who awaits a confrontation at the centre of the level. Once this evil creature is destroyed, though, access is given to the next stage but not before a time corridor is safely negotiated.

Dan begins his escape armed with a feeble laser and a jetpack. Whilst ammo for the gun is unlimited, frugal use of the jetpack is required as its fuel is low. To combat this though, whenever a Treen

guard is destroyed, Dan is rewarded with a monetary credit, with which he can enter a shop and purchase all manner of enhanced weapons, including the likes of homing missiles and smart bombs. However, should Dan come into contact with the Treens, his energy will be sapped and his jetpack will explode in an impressive fireworks display, indicating the loss of one of his four lives.

STA



Hidden within each stage is a useful armoury from which Dan can purchase all manner of useful and powerful weapon upgrades.

I remember the first two Dan Dare games on the good old 64, so hopes for this, the third in the series, were quite high. Unfortunately, it seems that Dan Dare III is a missed opportunity. Despite the adequate graphics and sound effects the shallow shoot'em-up action follows a repetitive pattern, with the only variety being the addition of a tunnel sequence. Thus, whilst the game is initially addictive, any fun is short-lived. A disappointment.

NC

During a routine mission to put paid to the evil mekon's plans, our hero has been captured by the mutated Treen scientist and is being prepared for 'Treenisation' - an operation which will turn Dan into one of the Mekon's subversive minnions. However, after a swift punch-up with his guard, Dan has escaped and has made his

STA
Rating
67%

GRAPHICS: 69%
SOUND: 61%

LASTING APPEAL: 64%
ADDICTIVENESS: 68%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 21,000

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- ST WORLD, September 1989



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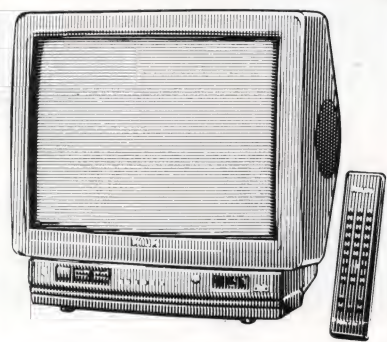
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Star LC24-15 wide carriage version of LC24-10, 200/67 cps	£409.00
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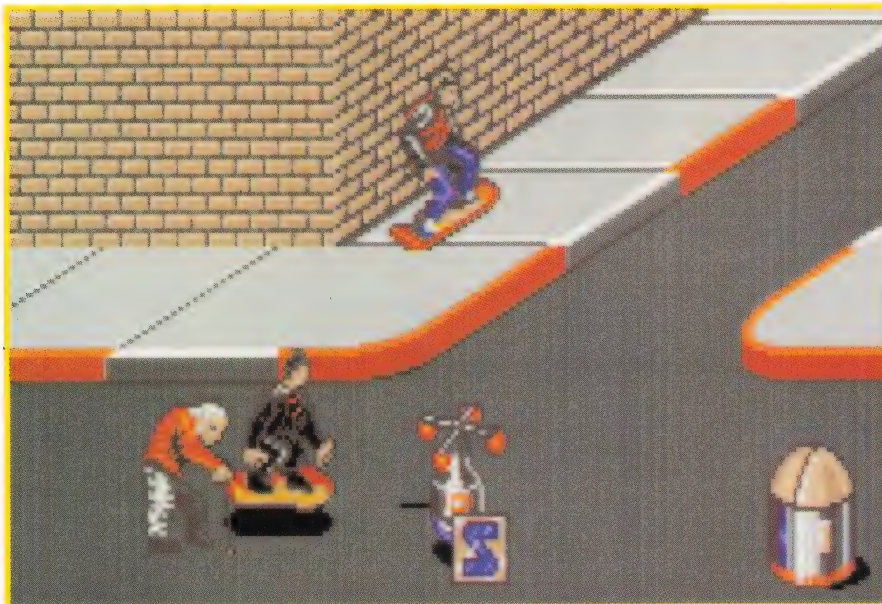
PHILIPS 15" FST TV / Monitor (MODEL 2530)

With its dedicated monitor input, this model combines the advantages of a high quality medium resolution monitor with the convenience of remote control Teletext TV - at an excellent low price!

£269.00

includes VAT, delivery
and computer
connection lead





STA
Rating

64%

GRAPHICS: 66%
SOUND: 68%

LASTING APPEAL: 69%
ADDICTIVENESS: 66%

DIFFICULTY: AVE
1ST DAY SCORE: N/A

BACK TO THE FUTURE II

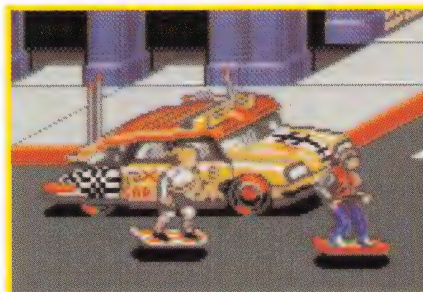
"If you travelled back in time, the smallest influence - even a single word - could change the course of time just slightly, or drastically."

IMAGEWORKS (£19.95)

Imagine being able to travel back in time to change your own destiny? But as Marty finds out in Back to the Future II, time is balanced on a razor's edge - one mistake, one piece out of place and the whole passage of time is thrown into chaos. In Imagework's first movie license, the storyline of the sequel movie is portrayed in a variety of game styles. In the film, the Doc returns from the future to tell Marty that he must save his children. As Marty arrives in the future, his son is being talked into perpetrating a bank heist by Griff, son of Marty's arch-enemy, Biff. Marty bursts into the cafe, stops his son from making the fateful decision and Griff and his gang chase him through the town. The game takes up the story after Marty has ripped the handlebars off a hoverbike to make a hoverboard.

Now you must control Marty with the joystick and avoid all obstacles, cars and Griff's gang. The board is very manoeuv-

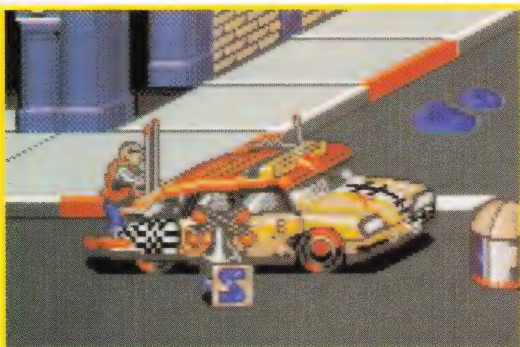
vable as you dodge the traffic on the road, manholes, oil slicks and, with a tap of the firebutton, leap countless hazards, such as remote-control cars. Also, you've got to look out for futuristic dustbins which drop down to clear the streets. You



Marty breaks the handlebars off of a hoverboard to make a skateboard and Biff's gang take pursuit.

can also grab hold of some vehicles to speed up your escape from Griff's gang. A status panel displays the time and year as well as Marty's energy level. Throughout the escape sequence, there are numerous objects and icons to collect which increase Marty's energy, speed and the manoeuvrability of the board. Eventually, you reach the town hall and safety - for the time being.

Meanwhile, Marty's girlfriend Jennifer has been picked up by the cops and is about to be driven home to where her older self in the future now lives. Marty must stop Jennifer meeting herself as this will cause a reaction of catastrophic proportions. The screen shows the inside of the house and you must keep Jennifer away from walking into her older self and guide her out of the house. In the movie,



Dodging a police car, Marty grabs a hold of a passing vehicle which whisks him away from Biff.



Marty must redress the course of time with this sequential puzzle. The picture shows a rock'n roll band playing Johnny be Good.

It's any excuse for a licence nowadays, but *Back to the Future II* - the movie is so fun-filled that it seemed like a natural choice. Unfortunately, I feel the idea has been sold somewhat short. Combining various gameplay elements to create a number of different missions is all very well. The odd duff one is usually masked by the others. However, in this case all of the different game elements don't quite work. The hover-board sections are perhaps the best ones, although, even here, the controls seem a little awkward. The sliding-block puzzle and the beat'em-up sections proved tiresome. With its decidedly average graphics, I feel the game is a big disappointment.

NC

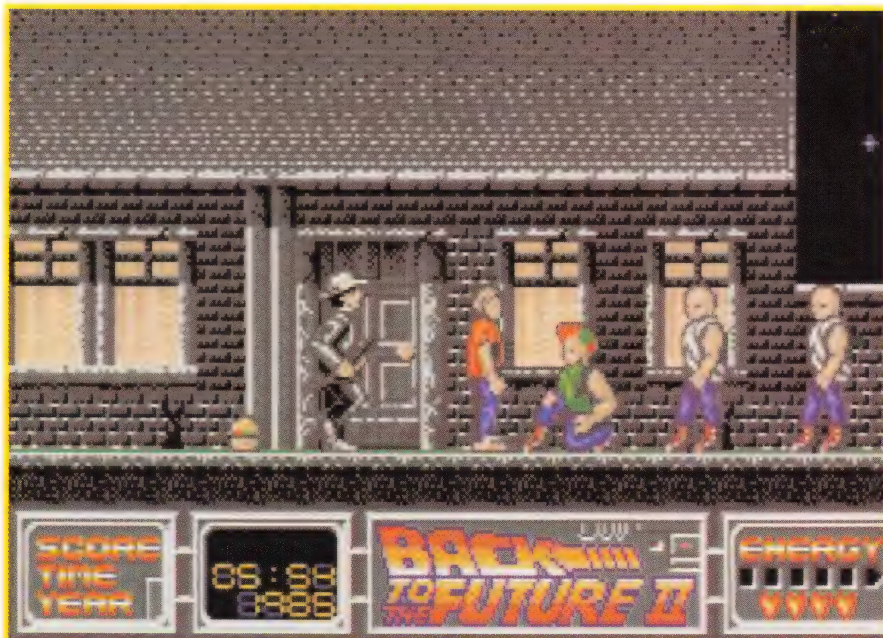
Marty finds an almanac of all the sporting results. But Griff steals the book and returns back in time to bet on dead certainties. Marty follows him but it's too late, the town is run by Griff and crime is rife. In this dark and terrible place, Marty must battle through legions of punks, skinheads and muggers to face Griff at his posh plaza. With basic fighting moves, Marty must keep up a flurry of

thumps and kicks and avoid being hit. Marty must now correct the course of time and return back to the 50's. The screen shows the 50's rock band playing at the school hop. But to symbolize the confusion of time, the picture is all out of place and you must re-arrange the picture. This section of the game is based on those alpha or numeric puzzles in which

you must move little squares around to get them sequentially correct.

Finally, in a last ditched attempt to redress the course of time, Marty returns back to 1955 to take the almanac from Biff. Here, the timeless chase ensues with Biff and his gang chasing Marty. Again, the action is on a skateboard and you must once again dodge and weave traffic, obstacles and a limitless supply of hoods. Can Marty single-handedly correct the passage of time?

STA

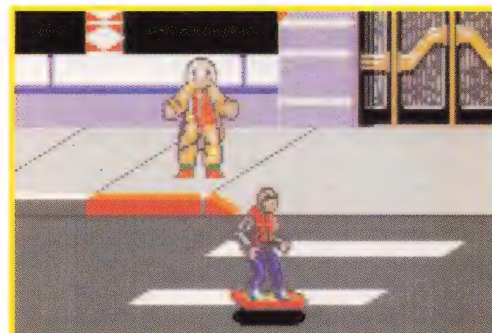


Returning back to the future, the aim of the game is to save your kids from impending doom. The game features all the characters from the film, including that fancy car.

For years, a movie license game was an excuse for certain unscrupulous publishers to make an easy buck. Fortunately, such practices are frowned upon these days and the games buying public are far more streetwise. I'm a bit uneasy about a license being released on the Imageworks label which has stood steadfastly for the more unusual and original games. As the game goes, there's a thoughtful concoction of game styles ranging from multi-directional street chase action to an unusual sequential puzzle. The fighting sequences are basic but quite enjoyable. The presentation is state-of-the-art with smooth scrolling and refined graphics, but although the gameplay is initially enjoyable, this is probably because it's too easy to master, and this is my one criticism. Any game player worth his salt will quickly experience the full potential of the gameplay.

JS

Back out on the streets but this time in 55'. Marty takes the Almanac and races back to the De Lorean, but Griff's gang is determined to stop him.



The De Lorean whisks Marty, the Doc and Jennifer off to the future.

Following on from the very popular sequel comes the computer conversion, and was the wait worthwhile? Well, the game adheres to the film pretty closely in most aspects but the different missions all seem to revolve around some kind of type of game genre - the skateboard or hover-board sequence for example. The graphics are fairly true to the film and they move fairly smoothly and quite quickly, some of the animation touches are very good indeed. Once again, the ST sound hasn't been used to its full potential and comes over as being a little dull. Although the presentation of the game is quite high, it is the lack of addictiveness and originality that lets the game down in my eyes.

SW

THE VIKING CHILD PROPHECY

"Young Brian stands alone in his battle against the gods. Now's your chance to take revenge and save your folks"



STAI

The first thing that you will be presented with is the game map. From here you will be able to plot your course over the different stages, each one is wrought with danger.

STA
Rating
86%

GRAPHICS: 83%
SOUND: 84%

LASTING APPEAL: 79%
ADDICTIVENESS: 81%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 17500

WIRED (£19.99)

Those forces of darkness are always up to no good and now they've really gone and blown it. Brian, The Viking Child must journey through some of the most inhospitable lands of Odin's world. His quest is to rescue his family and all his friends who have been kidnapped by the evil Loki and imprisoned on an astral plane. His plan is to foil the prophecy that has been predicted by the gods themselves. This prophecy tells of a true Viking Child whose name is Brian. Although the places that you visit are beautiful they are also wrought with danger and Loki's evil minions.

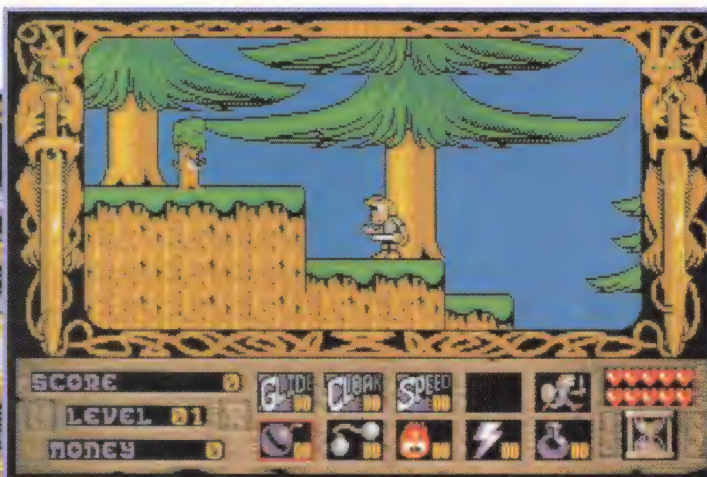
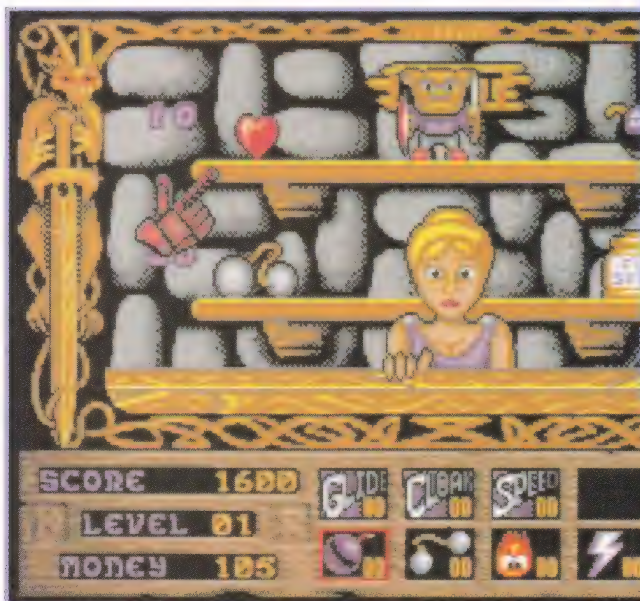
You begin your quest in the beautiful countryside, but beware, for no sooner have you started when already you are attacked by the servants of evil. They come in many guises but the most com-

mon are twisted and gnarled trees, leaping mushrooms and vampire bats.

Fortunately, our little hero has been blessed with a mighty sword that will deal out death to any who stray too close, but you will have to be quick otherwise you will be hit and you will lose a portion of your life force. The enemy take several hits before they eventually die, but when they do disappear they are normally replaced by some kind of monetary prize, usually a gold coin, but occasionally a diamond will be released. If you don't collect them in time then they will dwindle away and be lost forever. The money will then be credited to your balance which can be seen to the bottom-left of the inventory which is situated at the bottom of the

screen. As soon as you find a shop you can then enter it by pressing the RETURN key. You will then be presented with a puzzled looking shopkeeper and store shelves full of goodies.

Extra weapons as well as extra life force can be brought from the shelves and is performed by moving a hand cursor around the different objects and then pressing the firebutton to select it. If you have sufficient funds to cover the transaction then the shopkeeper will nod his head and his Orc servant will push the required item down into your inventory. A shake of the head will indicate, obviously, that you cannot purchase the desired item. The extra weapons that you have brought will



There are many different nasties that inhabit each and every level and the trees are one of these. They will fire projectiles so you'll have to get them with your sword.

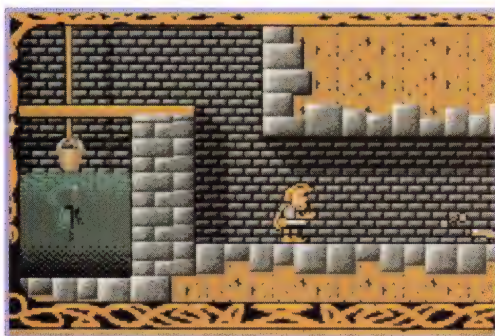
On entering a shop you will see the dopey looking shopkeeper looking at all of her wares behind on the shelves. Use the hand to select the item that you require.

Bubble Bobble definitely springs to mind when playing Viking Child. The game is basically the same but is still a very good on its own merits. The background graphics are beautiful and animation on the main character and various nasties is a joy to behold. The action is unrelenting and everything moves swiftly and smoothly. Sonically well catered for, Viking Child contains some melodious little ditties that had me humming away merrily. The tenacious gameplay has been set at just the correct level and therefore you won't be put off in the early stages, a problem encountered in many games these days, sadly. Definitely one for your collection.

JS

then be indicated in your inventory and these can be selected by pressing the SPACE bar and highlighting the weapon that you desire. Pressing down on the joystick while simultaneously pressing the firebutton will release the weapon that you have chosen. They range from bombs to a bolass weapon and as each one is used it will be deducted from your overall total.

Eventually, you will be able take on one of the eight evil apprentices of the god of darkness, Loki. The first is a demon dragon that leaps around the play



The weapons will prove extremely useful as they do far more damage than your trusty sword. Pull down and press fire to release the weapon that you have selected.

If you want a challenging platform-style game that gently eases you into the action and generally oozes fun, then look no further. As the first game to appear on the Wired software label, The Viking Child is excellent. Every aspect of the game is good, not only the graphics and sound, but the overall gameplay and difficulty level, too. Young Brian's antics take him all over the lands of Odin, and the programmers have made every effort to keep the emphasis on fun. As jumpy-jumpy games go Viking Child has leaped straight into my software collection and I reckon it should appear in yours too.

NC

Here's the first entrance to the end-of-level-monster. On entering the well you will fall all the way to the bottom where rats and evil Orcs will attempt to end the prophecy.

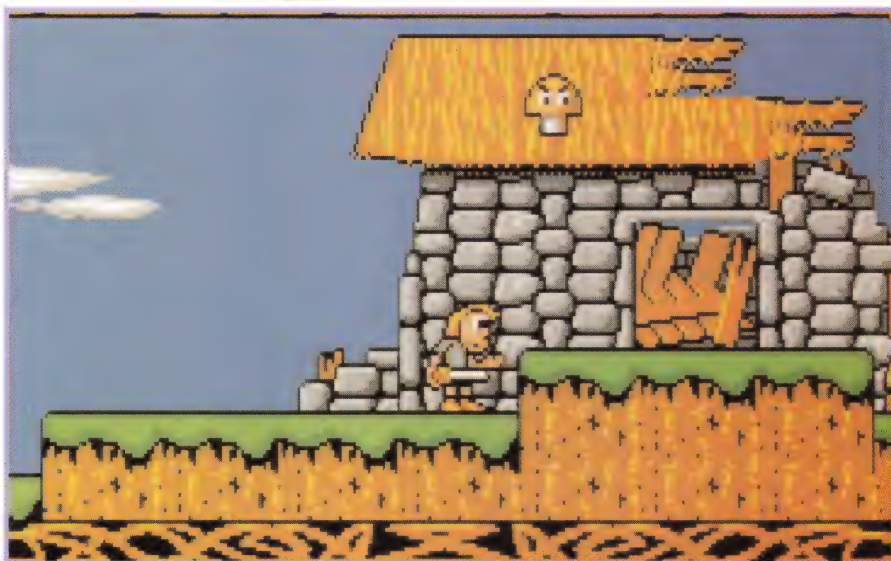


area and acts in a generally erratic way. Prodding him with your sword will hurt him but it will take ages before his energy bar is reduced to zero. The best way to destroy him is to use your weapons by letting off bombs and the bolass. Eventually he will explode and release a horde of goodies as well as the key out to the next level. As you progress further on into the game the enemy become more severe and lust after your blood. Your life force is indicated by a row of hearts that are slowly chipped away at every time that you are hit. You can buy extra hearts from the shop so make sure that you stock up when you enter the shop.

STA



The evil Loki's apprentices will take some time to beat. Their health is indicated by an energy bar and this will take ages to deplete if you use just the sword.



After you have completed a stage you will be presented with a special code word that will gain you access to the higher levels, making progression a little simpler.

Looking very much like Super Wonderboy, The Viking Prophecy is an excellent game that oozes addictiveness and pure playability. The graphics are brightly coloured and although the backdrops are a little repetitive they are very nicely drawn. The animation on the characters is very smooth indeed and there are humorous effects here and there. As with these type of games, there is plenty of excellent sound that cheerfully plays along with the intense action. The gameplay is matched at just the right level of difficulty with the stages becoming progressively harder. My advice - well simple really. Go and buy Viking Child now. Your money won't be wasted.

SW

WORLD CUP SOCCER

"World Cup mania is here. Will England win the Cup? Probably not but you have the chance to put them on top with Virgin's World Cup Soccer"

VIRGIN (£19.99)

Before any team plays in the World Cup they always have to pose for a team shot. It is here that you will be able to see your teams colours although the team members all look similar. Strange.



Well, here we go again. Football mania is back and now that the World Cup is going through its paces there is no time better to release footy games other than the present. Virgin Games have released their own version of the World Cup, entitled, appropriately enough, World Cup Soccer. On loading up the game you will be allowed to choose your team. There are four teams to choose from and they are England, Spain, Italy and Denmark. Once you have made your selection you can then choose to play a one one player game or play against a human opponent. You will then have to play your way through the qualifier rounds.

The pitch scrolls vertically up and down the screen and pitch is view from an almost table top view although there is a slight angle on the players. As soon as

the referee calls for the kick-off the action starts. The player that is presently controlling the ball is indicated by an arrow but a new player can be selected by simply pressing the firebutton. Sliding tackles are performed by running into your opponent and pressing fire. If the tackle is success then the ball will be picked up by your player and you can then make a rush for the goal. When you take a shot at goal the view changes to player perspective and you can then direct your ball into the net. If your shot is good it will deceive the goalie and hit the back of the net. The same effect is also used when your opponent is attacking your own goal mouth, accept you see the view from your goalie. As the ball is struck you will need to twist the joystick in the appropriate direction so that the goalie leaps through the air and, hopefully, gathers the ball.

The referee is always keeping a watchful eye on the game proceedings and any fouls, free-kicks, throw-ons and corners will be called by the ref who appears in a little box to the bottom-right of the screen. If you foul too much then you will be given a red card and your player will be



And the game is now afoot. The player that is under your control is indicated by a cursor arrow. This can be changed to another player by pressing the firebutton.

I think that World Cup Soccer has come out at the wrong time. Not in terms of the World Cup but with all the other excellent footy games coming out at the moment - Kick Off 2, for example - I believe that World Cup Soccer will fall by the wayside. The game has some addictive qualities but I felt that it was far too repetitive. In one game I scored six goals in exactly the same way and it appeared that the opponents were not that intelligent. The graphics are fairly neat and animation is quite realistic, but good graphics don't necessarily make a good game and I am afraid that this is the case with World Cup Soccer.

SW

The opponents have made a successful attack and are now going for goal. You'll have to take the part of Shilton and attempt to stop the oncoming football.



sent off the pitch. The score is indicated to the top-left as is the time remaining bar. If you manage to win the game then your team will leap all around the pitch, restraining themselves from kissing each other and swapping shirts, and will then be forwarded to the next round. **STA**

With all the footy games around at the moment the going is getting tough and it can cause quite a few problems when choosing a football game. World Cup Soccer didn't really impress me that much and I found the computer player far too easy to beat and very predictable. I did like the goal sequences and these have been designed very well, but the overall game was uninspiring and too lacking in options. The pitch view was quite interesting and the animation on the footballers was fairly realistic. But, for all its good points, World Cup Soccer failed to impress me and with Kick Off 2 arriving soon I don't really think it stands much of a chance.

NC

**STA
Rating**

68%

GRAPHICS: 69%

SOUND: 62%

LASTING APPEAL: 59%

ADDICTIVENESS: 64%

DIFFICULTY: AVE

1ST DAY SCORE: N/A

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STAction 28

For some reason you can't pilot your craft. You have been informed that you will need a key to pilot the spacecraft. Try the president's quarters where you will also be briefed on your missions.



STA
Rating
78%

GRAPHICS: 83%
SOUND: 68%

LASTING APPEAL: 80%
ADDICTIVENESS: 78%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: N/A

DAMOCLES

"Once again your services have been called upon by the president of Eris. Now you must stop the Damocles comet from destroying Eris."

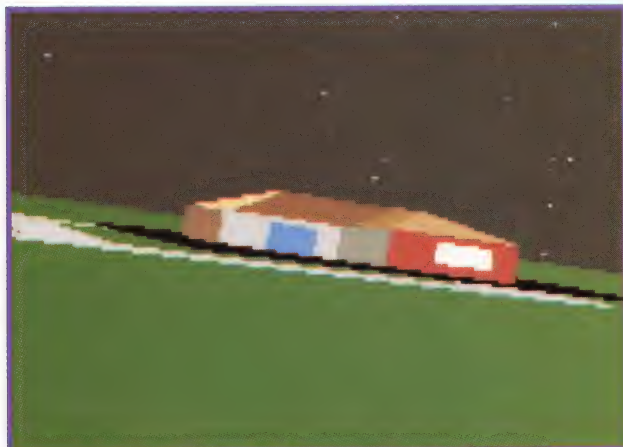
— ■ ■ ■ NOVAGEN (£19.95) ■ ■ ■ —

Novagen have once again come up with the latest in their Mercenary epics. Once again you have been drafted in to try and solve the problems of the fated planet, Eris. There are many missions for you to complete and each one will require extreme skill and dedication if you are to win the favour of the people of Eris. It seems that there is a large comet that goes by the name of Damocles and its proposed trajectory runs in direct line with the planet. Should the comet actually hit the planet then it will explode and the

people of Eris will disappear in a shower of stars. Therefore, the State President has invited you to try and stop the Damocles comet with the promise of a great reward. Should you decide to take on the missions then you will eventually learn the true secret behind stopping the comet. Should you fail, then the whole planet will be in jeopardy.

Although the president warned you of the impending danger in good time, you were delayed for a few years by a traffic problem in one of the star routes. Now you have only hours to solve the puzzles and

stop Damocles. A spacecraft has been left to you but on boarding the craft you discover that you don't carry the key. Fortunately, the security forces of the president have left you with a limousine that should help you get around for a while. On heading for the president's quarters you enter the building and are told of your first mission. You decide to accept and collect the key that will propel your craft. Your first mission has now begun. You will be briefed on your mission so that you have some idea of exactly what it is you are required to solve. On heading back to the ship you climb aboard and



▲ You'll find that the spacecraft will get you around Eris much faster than the limousine. You can't crash the plane so don't worry about losing any lives.

By exploring the many different buildings of Eris you will eventually come across clues and objects which may prove useful to you in your quest to stop Damocles. ➤



After the highly successful *Mercenary II*, Novagen now release *Damocles*, the latest installment in this ongoing series, and it has to be said that *Damocles* is just as good as its predecessors. The graphics are atmospheric, if a little sparse, and move very fast while keeping the smooth update always present. There are a fair amount of clues and puzzles that need to be sorted out and therefore there is a worthwhile challenge to the game that should take some time to beat. If you enjoyed the first *Mercenary* games then you will love *Damocles*, if you've never played this type of game before then I would suggest that you buy it immediately.

SW

take to the skies. From the sky you can see the entire city which makes travelling a little easier. There are other planets that can be visited but you'll have to find the most suitable spacecraft if you want to make that kind of journey.

To be credited with an objects value you must trade your goods at one of the trading posts, provided, that is, that the post has something that you can actually trade with. You can only purchase an item provided you have the equivalent funds. You trade by dropping an object at the premises and then leaving. The playfield to *Damocles* is extremely large indeed and you'll need to make some kind of map so that you know exactly where it is that everything you will need resides. You can visit any of the buildings that lie around the city and access is made through the doorways. Some will be locked and you will require some kind of key to unlock them. Once in, you can start to explore the building. Many will seem empty but some will have some kind of clue or object contained in them that may prove useful at some time. Access to multi-storey buildings is made through the ele-

With the amount of time it has taken Novagen to program this game their entire future must lie on its success. With the sword of *Damocles* resting firmly over their heads, the company must be keeping everything crossed. Having played *Damocles*, I can report that they should have a winner on their hands. *Damocles* represents everything good about its predecessor, *Mercenary*, and more. The graphics are smooth and the update quick, while the sound effects, despite being rather basic, help the game come to life. Potential planet savers will no doubt find the huge challenge great fun. Successfully diverting the comet of *Damocles* will be quite a feat. Hats off to Novagen, despite the wait *Damocles* is a first-rate game.

NC

I suppose that, considering the length of time surrounding *Damocles*'s release, there was bound to have been a feeling of disappointment. But I can't help feeling that the wait wasn't worth it. Decent 3D games are two-a-penny these days, with games such as *Elite* and *Starglider II* pioneering the genre, and *Damocles* just doesn't offer anything different over its predecessor, *Mercenary*. Sure, the filled graphics are fast and smooth and there are a lot of very clever and pretty things going on but, all the same, I wasn't impressed. *Mercenary* was a brilliant game that had me enthralled for hours, but, unfortunately, I can't say the same for the sequel.

JS

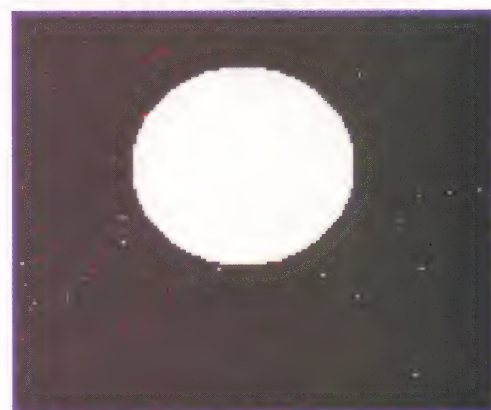
Above the planet are the other planets that surround Eris. To journey to one of these planets you will have to use the correct mode of transport otherwise you won't be able to make the journey.



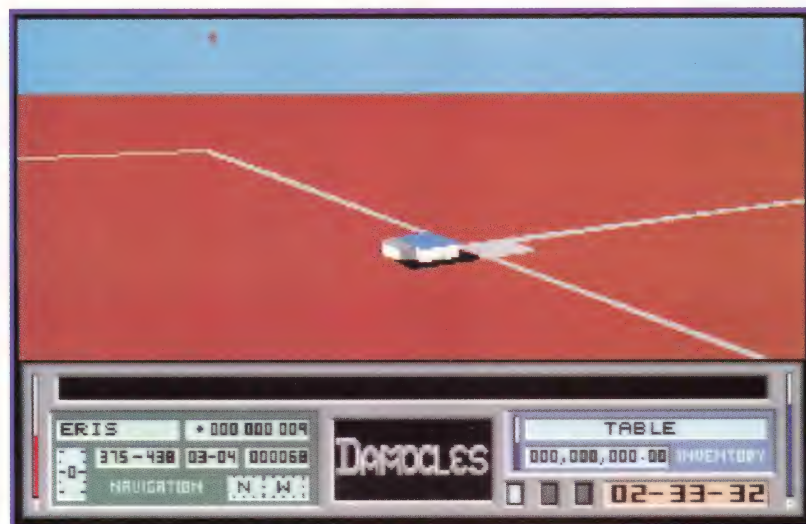
vator shafts. All you need to do is walk into the shaft and then select the level that you require. These are made through keys 1 - 9 on the numerical keypad. G will get you to the ground floor while B will see you into the basement.

Everything you will need to run your ship is contained on the control panel to the bottom of the screen. There is also a clock that is tuned to the countdown to *Damocles*' impact with the planet Eris. If the planet still exists after the countdown has reached zero then you will know that you have succeeded in your quests and the planet has been saved. There are four main modes of transport. These are; walking; ground vehicles; aircraft and spacecraft. Aircraft are useful for viewing the city layouts while spacecraft will be able to take you to new planets.

STA



Oh no! The planet has gone supra-nova and the planet Eris has finally been destroyed. Fortunately you managed to reach your ship in time and made a jump into space. Better luck next time.



Here's a view from the air. It may be wise to make a map of the surrounding area and any locations that may prove important. use the aircraft to get a good view of the ground.

Nobody told me Ocean were working on this - maybe even they didn't know! Still, they soon will. *Midnight Resistance* is a brilliant game. Sporting great graphics, with brilliant animation and effects, and excellent sound, this game features near-perfect presentation. With its two-player mode, *Midnight Resistance* really comes into its own. The gameplay is both challenging and rewarding and the joystick controls have been implemented well. Personally I think that this game will be a real giant, its everything a gamers wants - platform action and shoot'em-up frenzy all mixed into an addictive package, a first-rate game!

NC

Midnight Resistance is the latest offering to come from the Ocean/Special FX partnership. The game is a one or two player blast in which two rugged and battle scared commandos set out to rescue members of their politically powerful family who have been kidnapped by an unknown alien who is in the throes of overpowering Earth's defences. So that the invasion can progress onwards, the aggressor has wiped out any hopes that Earth might have had of repelling the evil aliens. Their only chance lies in these two commandos who will be able, hopefully, to destroy the invaders and restore peace back to the world.

You and your companion must fight your way through none levels of unrelenting hell and mayhem, blasting the alien forces and destroying the end-of-level guardians. You pick up your powerful pulse rifle and take off on your mission along with your partner. You must infiltrate the outskirts of the enemy base and prepare to battle your way through to the inner sanctum where the evil despot awaits. Both of the commandos are controlled using the joystick and prove extremely manoeuvrable with combinations of the directional controls and the firebutton prompting them to crawl, jump and fire in any one of eight directions. These guys have obviously been trained by an expert. The enemy base is split into two distinct areas and uses both horizontal and vertical scrolling as you proceed

"The alien invaders have arrived on Earth with a plan to take over the planet and eradicate the human race. Stop them at all costs!"

MIDNIGHT RESISTANCE

— OCEAN (£19.95) —

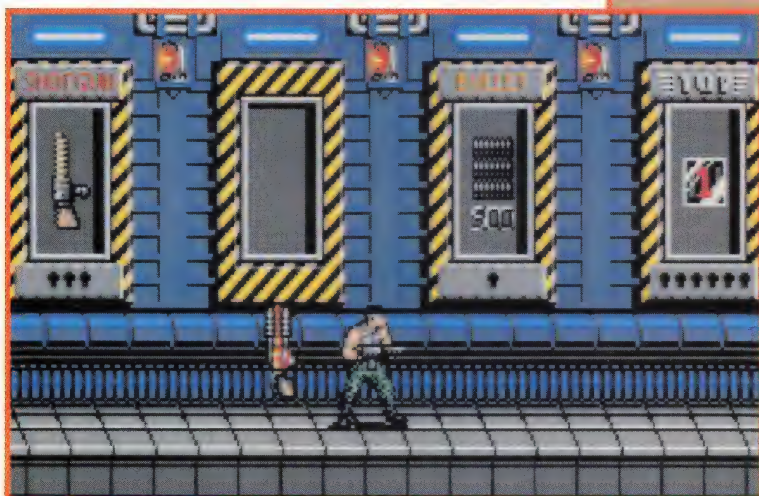
No sooner have you started on your mission when already the vile alien scum are hot on your trail, their guns blasting. Fortunately, you can fire in any direction.



through its various danger-filled zones. Patrolling the area along each screen's platforms and walkways, there are a number of enemy who are all intent on your untimely demise. Some will just simply run at you with their guns blazing although other will leap through the air and try and attack you as they fall. Snipers and grenade launchers also lie in wait and there is also the end-of-level tanks, armoured cars and gyrocopters which will require several hits before they eventually explode,

showering grenades all over the place which will kill on contact, costing you one of your three precious lives. When the enemy vehicle is at its weakest and its shield is being depleted it will begin to flash, indicating that it requires only a few more rounds of ammo before it eventually explodes.

As well as destroying the normal foot soldiers, if you manage to kill a brown-



The end-of-level vehicles range from armoured cars to gyrocopters. You'll have to hit these muthas' a few times as they are protected by a special force field that flashes when hit.

The weapons store is where you will be able to enhance your firepower and collect any other extra add-ons that you may require. May sure you have enough of the keys to make a purchase.

STA
Rating
86%

GRAPHICS: 82 %
SOUND: 78%

LASTING APPEAL: 84%
ADDICTIVENESS: 80%

DIFFICULTY: AVE
1ST DAY SCORE: 18000

clad grunt he will release a gold key that when collected appears in the inventory window to the bottom of the play-area. These keys will allow you access to extra weapons that can be collected in the special armoury, accessed by blowing the door down. There are several add-ons that appear in cases on the wall. Each one needs a number of keys before it can be opened. Provided you have sufficient keys, you can take whatever you require; from flamethrowers, shotguns, three way fire and extra lives. Unfortunately, these weapons are limited to 480 rounds of ammunition and if this happens to run out while you are fighting then you will have to use your single-fire laser again. When you die, your commando will squirm in pain before hitting the dirt and all of his collected keys will shower all over the scene and will need to be recollected.

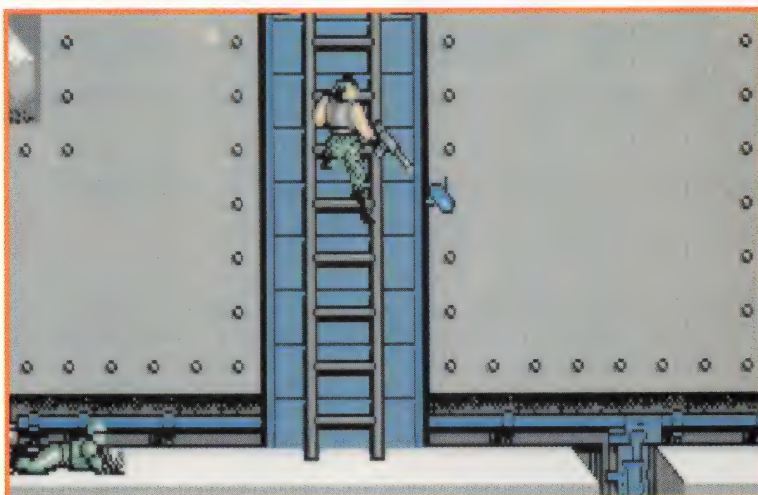
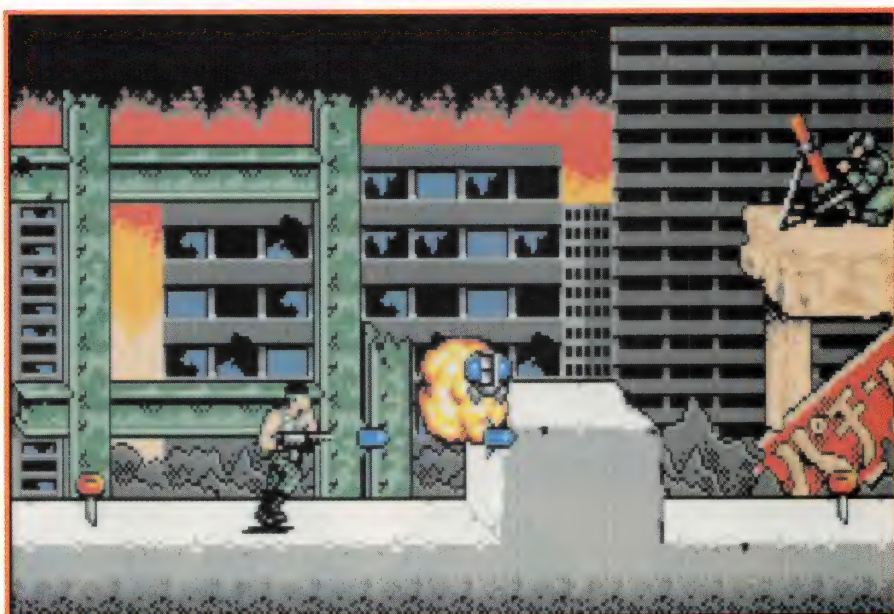
As you progress further on the levels become progressively harder and the enemy onslaught becomes more intense. Eventually, if you make it through all nine, levels you will be able to infiltrate the aggressors headquarters where there will be a desperate fight to the death, the outcome deciding the Earth's unstable future!

STA

Midnight Resistance is a superb game that contains all the essential ingredients that every good shoot 'em-up should have. The action is well paced and everything moves along smoothly but is very hectic and addictive. The graphics are excellent and the animation on the main characters is superb with so many different fighting positions available to the player. Keeping up with this high standard, the sound is also very pleasing and all this comes together to make one hell of a game. If you only buy one game this month, my suggestions would be that you spend your cash on Midnight Resistance - you'll be guaranteed hours of fun and addictive gameplay.

SW

As well as a shotgun and other various weapons, you can also collect extra lives and bombs. Here we see the Rocket launch rifle in action against the evil invaders.



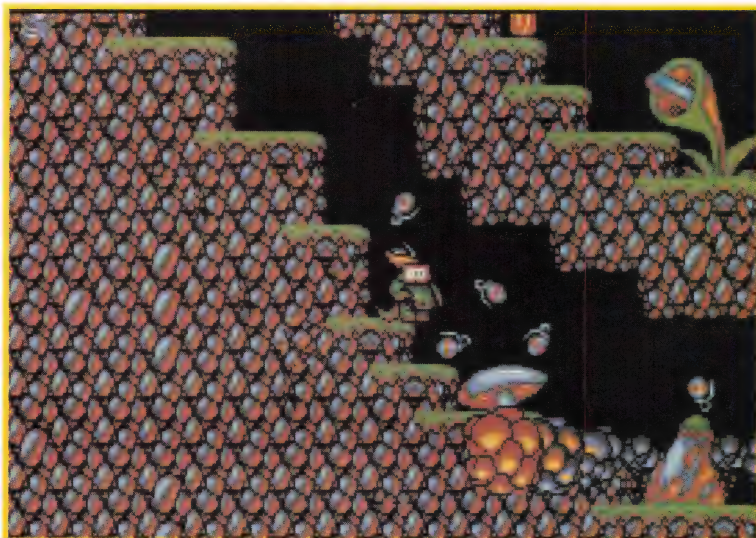
The action takes place both inside and outside the base. As well as the walkways there are also platform stages that will need to be negotiated very carefully indeed.

If you get hit then your commando will leap into the air, writhing in pain, and all of his collected keys will be spewn into the air and come to rest on the walkway.



If it wasn't for the jerky scrolling, Midnight Resistance would be one of the best coin-op conversions to hit the ST. Graphically, the game is excellent, with some really nice animation on the main sprites and some attractive backdrops. However, the game uses a form of burst scrolling which is really disorientating and caused me to lose many a life needlessly. Still, this is the only grouse I have with an otherwise perfect game, and I think you'll find that Midnight Resistance's pros heavily outweigh its cons.

SM



On the first level you will be able to pick up the grenade weapons. On firing these it is best to avoid the blast that occurs otherwise you'll lose some of your energy.

FLOOD

"Quiffy is really in trouble now and he's been forced to move away from his caverns by an invasion of evil Vongs and Psycho Teddies!"

ELECTRONIC ARTS (£24.95)

Far underground there lives a small and pretty insignificant blob-like creature who goes by the name of Quiffy. Quiffy is a green Blobbie and he feeds off all the



Once you have collected all of the cans you can then proceed to the portal. Some portals won't take you to the next level but will transport you somewhere else with the level you are on.

STA
Rating
77%

GRAPHICS: 75%
SOUND: 79%

LASTING APPEAL: 71%
ADDICTIVENESS: 76%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 2360

trash left behind by an ancient and once enigmatic society. But now the caverns that Quiffy inhabits have been invaded by evil nasties. His distant cousins, the Bulbous Headed Vong and the Psycho Teddies are now running riot through the caverns and generally causing havoc wherever they go. These evil creatures have waged war on Quiffy and his race and they seem to have done a fairly good job at eliminating them all - Quiffy is the last surviving member. Not only must he avoid the invaders, he must also be careful of the flooded caverns which have been flooded due to the re-working of the old, mysterious taps of wrath. Fortunately, Quiffy is able to swim but he'll soon run out of air if he isn't careful. The only way that Quiffy can escape is to make his way to the surface where he can start a new life.

Quiffy begins his quest in the dark and dank caverns. He can leap around the cavern walls and stick to them which makes avoiding the nasties a little simpler. He must make his way to the teleporters that have been dotted around the levels. First of all he must collect the trash that has been left behind by the ancient civilization. The Bulbous Headed Vong will also make Quiffy's task a little harder by throwing their own litter around the place. Grenades and other various weapons can be collected and used against the Vong and Psycho Teddies, who will chomp on any trash that they find. When a grenade is launched it will bounce around the level before finally exploding, but make sure Quiffy is out of the way when they go up.

The amount of trash that Quiffy must collect is indicated to the bottom-right of the screen while to the left is his air supply and life-force. Everytime Quiffy is hit his energy-force is reduced. If it is reduced

Who ever heard of a green Blobbie called Quiffy? Not exactly original is it. But let me tell you now, Flood is an excellent game. There is so much humour crammed into this game that you will probably wet your pants playing it (I wet mine). The graphics are excellent and very well designed. Each level is rife with bright colourful and the fart sound effects and watery gurgles have been superbly digitized. Playability is matched at just the right level and the game is very easy to get into. Bullfrog seem to be pulling out excellent games these days and Flood definitely continues this trend. You'll love this game and you'd be a fool to miss it.

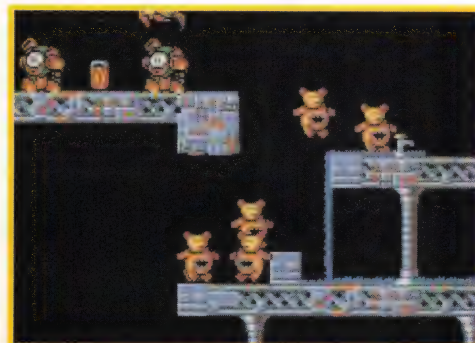
SW

After the excellent Populous and the Promised Lands I couldn't wait to see the next Bullfrog title. And now that it has arrived I can happily tell you that Flood is an excellent game. Graphically, Flood is very funny indeed and the sound effects had me rolling all over the floor (I often suffer from fits). Seriously though, Flood has all the playability that you could ever want from a game and I can guarantee that you will have hours of fun playing it. The graphics are very cutesy and everything moves smoothly and fairly quickly around the play area. Sound has been digitized and certainly adds to the games overall appeal. Flood definitely has a place in my software collection and a place should be reserved in your own.

NC

to zero then he will die and a RIP gravestone will appear. Occasionally, Quiffy's chasing aunt's ghost will appear and chase him all around the caverns. If she hits him then he will lose energy therefore he must try and complete each level as fast as he can. After so many stages, you will be given a code that you will allow you instant access to the higher levels when you play the game again.

STA



The Vongs and Psycho Teddies are the worst of Quiffy's enemy and you'll have to use your jumps carefully if you are to avoid being touched. Watch out for your auntie's ghost, too.

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BLUE ANGELS

— ACCOLADE (£24.95) —

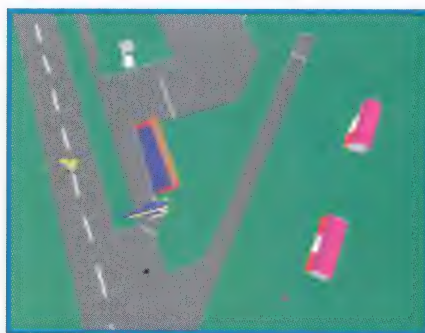
Once you are content that you know each move off by heart you can then attempt a real airshow. You'll have to keep your cool and avoid breaking up the rest of the team.



If you have ever visited an air show where the Red Arrows are on display then you will instantly appreciate the time, effort and skill that goes in to putting one of these spectacular shows together. The Blue Angels are the American equivalent to the British Red Arrows and very good they are too. Created in 1946, the Blue Angels were made up from mostly war veterans and it is estimated that they have put on displays for more than 210 million spectators - some feat. This is your chance to actually qualify as a true Blue Angel and participate in some of the most dangerous and exciting manoeuvres that they have ever performed.

First of all you will need to become accustomed to the actual manoeuvres themselves. This is the most time consuming part of the game and will require

the utmost skill if you are to perform the various breaks, twists and rolls successfully. Failure to do so could result in your demise and put the rest of the team in jeopardy. Fortunately, you won't actually die but you'll be informed of your mistake and be able to re-try the move. The first thing to do is consult the simulator. The simulator will allow you to load each move into a 3D presented box so that you can view the actual progression of the move. The box can then be twisted and turned so that every possible angle can be viewed. Once you are happy with the



The simulated airshow will allow you to view the planes as if playing the part of a spectator. You can then see all the moves that the planes make as the show progresses.

Well here is a new twist on the 'ol flight simulator and I have to admit that Blue angels is a fairly good simulator of those daredevil pilots that wow airshow audiences. Graphically, the game is very good indeed with neat presentation and relatively smooth update on the flying scenes. In fact, the overall presentation of the game is of a fairly high standard. Sound has been well catered for although it could have been a little better. I found it impossible to play the game with a joystick as there were so many key combinations that I found I couldn't control the plane. The best way is to stick to the cursor keys. Not bad, but very difficult to master.

SW

The simulator will allow you to view the manoeuvres in a 3D cube that can then be twisted and rotated so that every possible angle can be seen and noted down.



manoeuvre you can then proceed to practice it.

You can choose to practice a take off, solo or delta. The delta will place you with the rest of the squadron and you will be able to practise as a team. You can choose your position in the pack. By consulting your control panel you will be informed of what keys to press so that you stay in line and don't break the pack up. Perform correctly and you will be taken to a update screen where you will be able to view the accuracy of your flight which is represented in a percentage. You can then fly again or, if you think you are ready for a real flight, select to participate in an air show, where everything will have to be performed to perfection. You can also view a simulated airshow in which the planes take off and perform manoeuvres before your very eyes. The planes leave the runway and proceed to perform all the manoeuvres so that you can see them from a spectators view.

STA

STA
Rating
68%

GRAPHICS: 78%
SOUND: 62%

LASTING APPEAL: 73%
ADDICTIVENESS: 65%

DIFFICULTY: HARD
1ST DAY SCORE: N/A

I remember as a youngster being taken to those joyous airshows and whooping with delight - those magnificent men in their flying machines. Blue Angels is a magnificent chance for you to fly one of these planes and gain first hand experience of the thrills and spills. The controls did prove somewhat confusing and I did find it a little awkward to use the keyboard while entertaining the joystick so it is therefore wise to stick solely to the keyboard when piloting your plane. The simulator is very educational and well designed, allowing you to view the manoeuvre from every available angle.

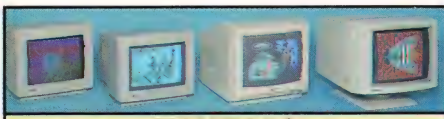
JS

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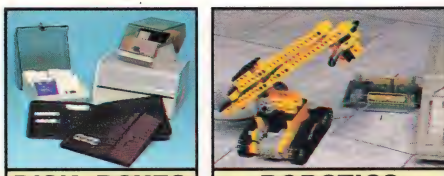
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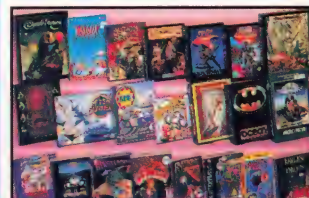
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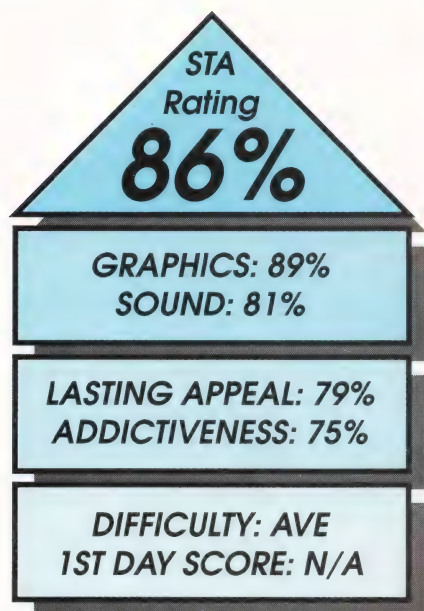
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The art of aerial warfare is constantly changing as science introduce new and more advanced techniques both in computer systems and aircraft design. All that the pilot need do now is actually fly the plane, the computer fly-by-wire systems can now handle the actual finer points of a fighter plane by themselves and eventually pilots will become obsolete in the actual piloting of these planes. Retaliator allows the pilot to fly a multi-million dollar aircraft - well, two of them actually. The Lockheed F-22 and the Grumman F-29 are the aeroplanes currently in the hanger bay, both of which are multi-role supersonic fighters with combat capabilities far more advanced than any other plane at present. The two aeroplanes were originally designed to host a number of features: Stealth capabilities, which would make them invisible to radar; S.T.O.L, enabling them to take off and land in a confined areas and lastly, the ability to supercruise, that is to fly at supersonic speeds without the aid of an afterburner.

The finished product enabled enabled the fighters to fly a height of seventy-thousand feet - forty percent higher than any other fighter-aircraft. This also meant

These are the two planes that you will have at your ultimate disposal. Both are extremely well equipped to suit the warfare environments of the modern day battle scenarios.



F-29 RETALIATOR

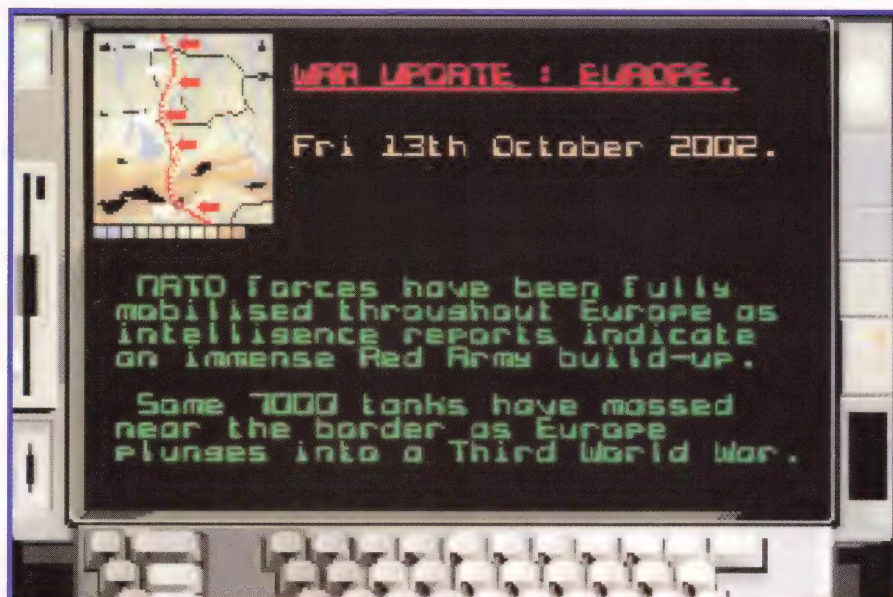
"Fly the latest in jet fighters and attempt to complete some of the hardest missions ever devised in modern aerial warfare."

— OCEAN (£19.95) —

there was less risk from S.A.M. sites that were usually situated around an enemy base. The added speed also meant that they could out-run the enemy and therefore reduce the exposure time. The F-29 has one major difference from the average fighter: its wings are swept forward allowing greater manoeuvrability in a smaller space.

A flight simulator would not be complete without the inclusion of a scenario,

and Retaliator offers not one but four to choose from. The easiest of them all is based in Arizona, where a thousand square miles has been used for a test range that includes various targets and produces a real simulation of a hostile land. The Middle East has had several ATF's shipped over and since war has broken out, their use is increasing. You are heavily outnumbered, and must take out at least three enemy aircraft for every one of yours. The middle of the Pacific is the setting for the third scenario, and the



Each and every scenario is explained in excellent detail with a map to help you pinpoint where exactly you will required to engage the enemy.

F-29 Retaliator has to be one of, if not THE, smoothest playing flight simulator I have ever seen. The update is extremely fast and the graphic quality is excellent. I found that the controls were a little too responsive at times and I often found myself spinning into the ground. You can't satisfy everyone, though, and I'm sure that this response will not detract from the overall game. The sound is extremely atmospheric and the woosh of the plane makes a welcome difference to the usual beeps and clicks that accompany a lot of games on the ST these days. Well done Ocean and congrats on producing a first class product.

SW

Apart from the common left, right, behind views of your fighter plane, you can also look outside of your plane and twist and turn as your hearts desire. This is useful for when you black out.

As soon as the enemy aircraft appear in your HUD there should be a lock-on. This is an indication for you to fire your missiles and splash one Lizard. Eat dirt, Commie.



On some missions you will have to get off the ground pretty damn quick as Mig planes will attack you straight away.

There are several options for actually controlling your aeroplane and these can all be accessed via the keyboard. The keyboard, mouse and the joystick have all been catered for in F-29 Retaliator. There are a few keys that also need to be accessed via the keyboard and these include controls such as the throttle, gear, airbrakes and flaps.

STA

nation's oil fields at the bottom of the sea are under threat. Defeat the advancing aircraft and oncoming sea vessels to become the victor. Last, but by no means least, our home continent of Europe holds host to the final frontier. NATO is on full alert, and you are there to aid them in their struggle to prevent the outbreak of another world war.

Each scenario has a number of objectives within it, all of which are explained in great detail in the very comprehensive manual. Once the setting has been selected, you can then proceed to arm your bird with the weapons of your choice. A large selection of bombs or missiles are at your disposal, but care must be taken so that you don't exceed the payload weight of your advanced tactical fighter. The sky

is where the action is, so without further ado, slip into your flight overalls and don your helmet. You will begin your missions on the runway of your headquarters. Take up the throttle and take off those brakes.



As well as air targets there are also surface targets that come in the guise of SAM sites and radar installations. You'll have to watch these SAM missiles and try to release your chaff.

The battle for air supremacy goes on. Now, with Ocean entering the frame, the number of top-quality flight sims rises yet again. F-29 Retaliator has been hotly awaited since Christmas. The question remains, was it worth the wait? Personally I really liked the game. The emphasis, however, seemed to lie with the shoot'em-up theme more than with an actual flight simulation. The one thing that really did catch my eye was the silky-smooth and incredibly fast update of graphics. Programmer Martin Kenwright has performed minor miracles in keeping the speed of the graphics so fast. While F-29 doesn't match the technical accuracy of Microprose's F19, it does provide first-class entertainment. Well done, Ocean.

NC

F-29 spans the gulf between arcade fun and aircraft simulation with ease, as the attractive and thoughtful presentation compliments well the high quality, fast-moving vector graphics. Add to this the action, which falls somewhere between believable simulation and pure fantasy, and you've got a game which really delivers the goods and can be enjoyed by arcade and air/sim fans alike. Only a vector expert could tell you about scroll rates and techniques, but as a mere enthusiast, I can report that the speed and realism of flight is as good as the best I have played. Again, only an aircraft boff could say how realistic the simulation is, but as an avid armchair pilot, I reckon it more than serves its purpose as a source of entertainment.

JS

"On hearing of the gold booty that the fated Esmerelda was carrying before she went down to Davey Jones' Locker, you have decided to journey into the murky depths and recover it."

TREASURE TRAP

ELECTRONIC ZOO (£19.99)

The Esmerelda lies wrecked at the bottom of the ocean depths. It was rumoured that, when she went down, she was supposedly carrying a wealth of gold bars that would make any man that reached them wealthy beyond their wildest dreams. Not resisting the temptation, you have decided to don your rubbers and your helmet and travel out to the wreck in an attempt to recover some of the treasure. On hiring yourself a boat, you head for the site where the ship went down and proceed to be lowered into the murky depths via a deep sea diver's winch.

Treasure Trap is a 3D style arcade adventure in the similar vein to Ultimate's Alien 8 and Knightlore games that appeared on the 8-bit machines. Our hero diver is lowered straight through the hull of the ship and into one of the many cabins that adorn the play area. Each room is jam-packed with sea creatures and various puzzles that must be solved if other rooms are to be investigated. The diver is controlled through the diagonal directions of the joystick while pressing the fire button makes him leap through the air, useful for avoiding the sea creatures. The sea creatures come in many guises, and all will prove fatal if your diver happens to swim too close to one. Crabs, octopi, eels and sharks all make an appearance throughout the many rooms of the Esmerelda and you'll have to be especially cautious entering the rooms.

There are many objects that lie scat-



On reaching his destination, our hero is lowered into the dark and murky depths, unaware of the true dangers that lurk within the hull of the Esmerelda.

tered around the wreck and these can be collected by the diver. Diamonds and extra air tanks can be picked up by jumping on them and pressing D on the keyboard. The air tanks will obviously replenish your air supply but if you collect too many then your suit will inflate with air and you will render yourself pretty useless for a little while. Eventually the suit will deflate and you will be able to continue on your quest. Any collected objects will appear in your inventory, including any gold that has been found. Once you make a multiple of 80 gold bars you will be able to collect a friendly fish that when released into any of the rooms will swim around and gobble up

any nasties that may happen to be there.

As you progress through the wreck the places that you have already visited will then be visible on the map. You can call this up at any time and can move around



The cabins of the Esmerelda are all different and as you progress the room layouts will change dramatically from barrels to conveyor belts.



Some of the gold bars are hidden or positioned in locations that on first sight seem impossible to reach. You'll have to move some of the objects around and use them as stepping blocks.

How chuffed I truly was when Treasure Trap finally made its way on to my unrelenting ST. On loading the game I was thrilled to pieces and memories of those old 8-bit Ultimate games came flooding back into my head. You can't beat nostalgia, and Treasure Trap is definitely nostalgic. The graphics are beautifully drawn and the animation is wonderful, if a little slow at times. The controls proved a little awkward at first but I soon mastered them and found myself investigating every nook and cranny of the good ship Esmerelda with the greatest of ease. Take a worthy step back in time when games were fun, fun, fun.

JS

Ah! *Treasure Trap* brings back fond and loving memories of those old *Ultimate* classics that use to thrill humble *Speccy* owners such as myself. I still believe that these games are great fun to play and prove highly addictive and it is nice to see such an excellent conversion to the 16-bit computers. The graphics in *Treasure Trap* are clear, well drawn and beautifully detailed and there are plenty of puzzles to keep you guessing for some time. Sound is basic but complements the game well, the in-game effects are of a fairly good standard, too. If you loved *Ultimate* games on the 8-bit computers then you will love *Treasure Trap*. If you have never played one before then I think you will be pleasantly surprised.

SW

The ship is full to brimming with evil sea creatures that will kill you if they should touch you. The only way to avoid them is to leap over them should they stray too close.



the map using the cursor that appears on the ship. Some objects will appear inaccessible at first and you may need to move certain objects within the room so

that you can leap on them and reach the objects. This can prove useful at times as some of the gold bars may be resting on top of cupboards. All the cabins are different in some way and they will certainly

Electronic Zoo's Treasure Trap closely resembles the old isometric adventures produced by *Ultimate*. Graphically the game is well presented. Colour has been used to good effect and the sprites are very nicely animated. The sound accompanies the action nicely and provides an extra dimension of atmosphere. Personally, although I enjoyed the game to a point, I did find the 3D environment a trifle confusing. The joystick controls proved to respond to my actions, although because of the isometric presentation I did have to keep reminding myself of the correct directions to turn. All in all, *Treasure Trap* is a must for arcade adventurers and *Ultimate* fans everywhere.

NC

prove mindbending. Some contain moving chests while others have conveyor belts and riding barrels that will prove havoc with the divers progress. Access to the other rooms on the *Esmerelda* is made through the large, rusted iron doors. To open them, all you need do is walk up and touch them. The door will then slide open. Some are locked however, and you may need to access the room from another location.

STA



You can call up the map of the *Esmerelda* at any time by pressing the M key on the keyboard. The map itself can be scrolled by positioning the cursor over the cabin you wish to view.



As well as the diamonds and bars of precious gold, there are also air tanks that have been scattered throughout the wreck. Don't collect too many, though or you will inflate.



Some of the doorways will be risen into the air and may cause a few problems when trying to access them. They will normally have some kind of floating step.

STA
Rating
73%

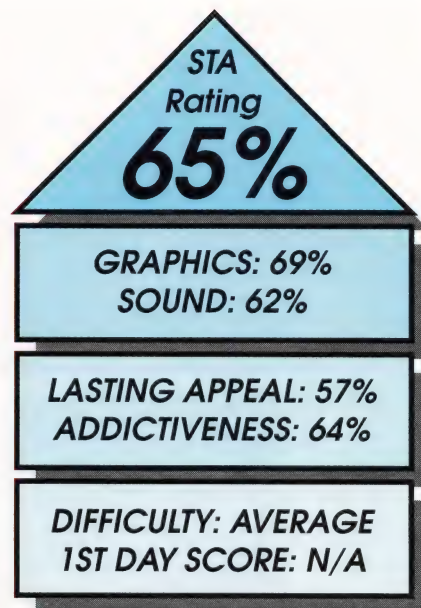
GRAPHICS: 78%
SOUND: 70%

LASTING APPEAL: 71%
ADDICTIVENESS: 69%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A



Racing against a Photonian, you try Blipping and then encircle him in a force field.



WIPE OUT

"Venus girls are hip I really dig the styles they wear and Pluto girls well they way they talk they knock me out when I'm out there."

— GONZO GAMES (£19.99) —

Yep, Wipe Out is Gonzo Games' intergalactic surfing simulation. In this strange competition features all manner of strange creatures from the far corners of the galaxy. First you've got to create a surfer to compete, by simply clicking on one of the characters displayed in a directory. There's a variety of species to choose from. Amongst the catalogue of cool dudes are Sapiens, able surfers who hail from water-based planets like Earth, Archeopatras who are tough opponents throughout the league and Cyborgs who have found fame and fortune in the surfing scene. Each of the species can use their naturally evolved skills and strengths providing they adhere to the rules of the sport. Two players can surf against each other or you can play a computer-controlled opponent. There's a wide choice of boards from the basic Ground Hog, big

and reliable and designed for novices, the grinder which is the Ground Hog with the added bonus of Ram-air atmospheric brakes. Then, for the real race kings, there's the Sprayhopper and the Flier which is the fastest board in the galaxy.

Turning to the surfing arena, the screen is split horizontally in two and if your up against the computer, your surfer features in the top section. This is a race, but style is equally important. With joystick control, you can try a Futon Flip, a Swiss Role or even Blipping sometimes impresses the judges. Novices are advised to concentrate on speed and leave the fancy stuff to the experts. As you and your opponent race across the water, the boards leave a trail which crystallizes into a force field and this can be used as a weapon. How can a crystallised trail be used as a weapon? Well, by encircling your opponent, you can imprison him or it in the trail which is a real bonus. Out of the arena of competition, there's the full compliment of League tables fixtures, displays and scoreboards which keep you informed of the tournament.

After a tournament it's time to scan the galaxy for the next competition. Clicking on a rocket icon brings up a map



Choosing your surfer you've got a choice of very strange bunch of characters. Best to stick with the devil you know and choose a Sapien.

A particularly tough character, this Archeoptra is a formidable opponent.



of the galaxy and you can zoom in and out on different areas and choose the next venue. The scene is set and this time you're up against a tough Archeoptra "Hey ugly! Who taught you to surf, Grandma?" The race begins - you start with a coffin, confusing your angry opponent. Then you action a Swiss Roll and now your facing the ugly so and so. Now try Blipping across his path, followed by an Eye of a Needle to please the judges. With a Flier board, a bit of nerve and a total disregard for the alien slimeballs, the galaxy is your oyster. "Getting tired of tearing down the same old strip, gonna find a planet where the Photonians are hip."

STA

In its Amiga form, Gonzo Games' Wipeout received quite a few accolades. However, on the ST I fail to see what all the fuss is about. Sure the game is different and, for a while, quite fun. However, the graphics are somewhat basic and the sound breaks no new barriers. The gameplay is quite addictive but, like so many other racing-style games, the overall objective is repetitive and ultimately becomes boring. One good thing to come from this game is that it should give Gonzo Games the incentive to produce even more original titles - which is no bad thing.

NC

What a great idea, an intergalactic surfing competition with plenty of weird opponents and a horizontally split screen which proved such a hit in the car-racing classic, Pitstop II. But although in theory the game sounds like a winner, the execution leaves a lot to be desired. Instead of an exciting effect of racing across water like say Typhoon Thompson, in Wipe Out, it's like racing on one of those practice windsurf boards that doesn't go anywhere. In addition to an almost complete lack of movement, an obscure directive and objective, sub-standard graphics and muffled sound effects all add up to a bit of a wipe out really.

JS

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LYNX ACTION



Oakey cokey, picture the scene: It's summer, the sun is beating down and you can't decide what to do. You could stay in an play the latest and greatest games on your beloved ST. On the otherhand, you could sit in the sun and catch a tan - what a dilemma! Now, however, together with Atari UK, we are offering you the chance to win your very own portable Atari Lynx entertainments system. Just imagine the envy of your friends as you show off your all-over body tan whilst boasting about which level reached. Yep, now's your chance to win one of these much sought after hand-helds and, if that isn't enough, Atari have decided to throw in a couple of extra games cards just for the heck of it.

Now I know what you're thinking - all those entries and only one Lynx, I'll never win! Wrong! Being the generous sort, Atari have offered three of these beauties as prizes. Also they've put up a whole bunch of runner-up goodies. Having drawn the three lucky winners, we'll grab a futher twenty runners-up,

each of whom will win a copy of either Jeff Minter's laser-filled blaster, Photon Storm, or this month's cover-disk featured Arc game, Pyramax.

Of course, we're not offering a free prize-draw. You're going to have to work out the puzzle. When you think you've discovered the answer send it to us at:

**Atari Lynx Competition,
ST Action, Europa House,
Adlington Park, Adlington,
Macclesfield,
Cheshire. SK10 4NP.**

All entries should reach us no later than 31st August 1990.



1. The American software company responsible for developing the Lynx system. They were also responsible for answer No. 6
2. Programmer of several zany games, this guy has his own column at the back of ST Action.
3. The far out space blast'em-up was programed by Jeff Minter.
4. The sponsors of this competition, the makers of your ST and all round good guys.
5. A historical naval encounter featured in Atari's Battlescape series.
6. This game is supplied with the Lynx. Set in a sunny American state, this game has already been a hit on the ST.
7. A portable video game entertainments system, the main prize in this competition.

Fill in all the missing blanks by answering the questions correctly. When you've finished you should find that by looking at the letters contained within the red boxes there'll be a recognisable word. Simply fill in the entry form and send it to us. In case your stuck, the word is in fact a software title. Good luck!

The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Interactive Publishing Ltd and companies participating in competitions are not eligible to enter.

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Dungeons & Disk Drives

The long lazy days of summer are upon us once more and the sound of the snoring Troll is again heard in the land. In preparation for the coming holidays the Dragon has been searching in the holiday chests for buckets and spades, plus any beach ball which survived last summer's savaging - which is unlikely as when the Troll attempts to play Beach Rugger he uses Jungle Rules!! Evil Edna has sent off to her Clothes Catalogue for a mono-kini and I pity the first person who laughs when she hits the beach.

In attempt to catch an advance glimpse of the new Sierra adventures which are about to burst upon us we borrowed an IBM PC which enabled us to give COLONEL'S BEQUEST and HERO'S QUEST a quick thrashing before they arrive officially on the Atari ST. Sierra games are always launched on the IBM PC and there can be a long gap before the ST version arrives. Still, spare a thought for our Amiga brethren because it sometimes takes another 6 months before these games surface on the Commodore label.

COLONEL'S BEQUEST plays like one of those old movies set in a mansion in the Deep South of America. Murder in the dark, secret passageways and eyes peering at you from behind the portraits in the library - spooky stuff! Reminds me of the Infocom adventure MOONMIST. HERO'S QUEST is an RPG which allows you to select the character of a Fighter, Wizard or Thief and involves some simple action sequences.

A third Sierra game called ICE MAN is also on the launching pad. The game was written by the same chap responsible for the Police Quest adventures, but in this quest our hero is a cross between James Bond and the Cadbury's Milk Tray man. Piloting submarines and dealing with Russian warships is the order of the day. You had just better hope that Sean Connery hasn't changed his mind since he escaped with Red October and returned to take charge of the opposition.

Much to the Troll's disgust I have decided that some compensation should be made for the abuse which letter writers suffer from our fat friend. Henceforth I have decreed that a prize will be made to the 'Letter Of The Month'. So if you



Down in the depths of Mount Anaias the demonic Lord Chaos plans a fearsome revenge. However, the controversy still continues as to whether the game is as good as its predecessor.

send in some really useful solution or a funny letter which brings a flicker of a smile to the Troll's face (not an easy task) then you'll receive something from his Lucky Dip!

More Tall Tales From The Dungeon

Yes Troll, I can verify Mitch's Tale of The Mummy Who Ducked because I've had a couple of Blue Ogres do that on me in Dungeon Master (I haven't played CHAOS yet).

Launching a fireball at the same time as a monster advances, causes the fireball to go right through. Something wrong with the collision detection here, but a good little feature nevertheless. I have read of a few people who are disappointed with CHAOS because it locks

up and kills you for no apparent reason. I had all these 'features' in DUNGEON MASTER because I was playing with a 'hacked' copy. Just imagine trying to play D.M. without the manual. I didn't even know that you could cast spells! It was a real challenge and I bet many D.M. nuts would give their right arm to start again knowing nothing about the game. As I stated, I haven't played CHAOS yet, but I'll get hacking just as soon as I can borrow a copy from a friend.

Bod Green, Coventry

Now I ain't going to start lambasting you with a lecture on piracy because that bores me rigid. On the wall of our Dungeon there is a sign which says:- 'There are two kinds of Computer Users. Those who admit to piracy - and those who tell lies!'

With the programs found on the Chaos utility disk you can create your own dungeoneers. This balding fellow looks familiar



I say: let he who is without sin cast the first fireball. On the other hand, I can't let such a letter pass without giving a low growl of protest. Perhaps you could consider the idea that actually buying CHAOS would give you the double joy of getting CHAOS quicker and make you feel good about giving something back to the guys responsible for all the hours of fun you've had. (End of Sermon!)

CHAOS - The Controversy Continues

Sacrilege! Infamy! I just can't believe that the Troll is taking a 'trendy, neutral standpoint over Chaos. Why in the name of the Grey Lord aren't you cracking skulls? Could it be that the Troll is losing his touch? Or are these the views of that walking, tabloid newspaper, Mitch?

Like you said, the main problem was that people did rather rush it, but you have to agree that FTL did drag their feet about releasing it and this was a contributing factor. This and the other big problem of - over-developed characters. Pardon me for saying, Oh Warty One, but have you yourself in this very column not given the following advice: 'While waiting for Chaos, keep developing your champions'. If people have been following that advice for round about two years then there must be some mega-heavy champions about. Let people think about that when they moan. Also, the game does not crash. This can be easily remedied. When this occurs and the program out of the blue asks you to insert the game disk, simply press the on-screen OK button. It's that simple.

Fidor The Steadfast, Cheshire.

Do my pointy ears deceive me? Do I hear someone accuse the Troll of being 'Trendy' and 'Neutral'? I'll let Mitch look after his own reputation in this matter except that I advise you to keep your legs crossed for a while as you're

liable to receive a willow-ash wand in a painful position! My initial reaction to your letter was to kick things and bite lumps out of my club. If something's rotten then I ain't afraid to say so: the trick in this game is not to get drunk with power and run around squealing with glee when you find small bugs in an otherwise perfectly good game. I'm happy to list all of the things which I think are wrong with CHAOS (some of them I have mentioned previously) but before I did that I would also nail my colours to the mast which says it's still the best thing since Dungeon Master. Whilst I know that a Troll's views count for little, I think it's those who are knocking CHAOS who are being 'Trendy' and not the other way round. Just to prove that I can call a spade a 'bloody shovel' with the best of them, I will say that the game DOES crash from time to time. And when it does it's STONE DEAD! Even threatening to kick it around the Dungeon fails to bring it back to life so don't tell me clicking on OK solves it, because it doesn't. But so what? I still enjoyed every minute of it when it was behaving - which was 99% of the time.

To all of those who boast that they have completed CHAOS in double-quick time I think they should remember that there are many little puzzles hidden away in its depths so don't abandon it too quickly. I still like going back to the NO FIREBALLS section and luring those pesky, fireball-throwing monks in there by pulling nasty faces at them. When they start chucking fireballs and blowing the pants off themselves I can hardly walk home for laughing.

Held Up By The KINGS QUEST I Dragon

I'm stuck! I'm currently enjoying Kings Quest I but I can't get past the dragon. The beautiful mirror is sitting there in all its glory, but every time I go near it the stupid dragon fries my brain.

I think I read in one of your earlier issues on the shelf of W.H. Smith's

San Francisco is the setting for the second in Sierra's chilling Manhunter series. It's up to you to stop Cook's fiendish plans



(don't worry, I buy my own copy now) that I have to put his fire out, but I've got nothing to carry any water in!

Please put a humble gamester out of his misery.

Oh, I almost forgot - what is the Golden Walnut for?

Ian Parsons, Birmingham

As I recall, you enter the Dragon's Den by climbing down the rope in the well. Attached to the end of a rope is a bucket. All you need now is a knife to cut the rope. There is just the object you need under a large rock to the left of the castle. Try pushing any large boulder you see.

As for the golden walnut, well the official solution book says you can either keep it for points or give it to a bad guy. What the book doesn't say is that there is a sweet, cuddly Troll who lives under a nearby bridge and you should really give it to him. It does mention something about the Troll and a goat, but I'm sure you don't want to know about that.

All Entrances Blocked In Manhunter II?

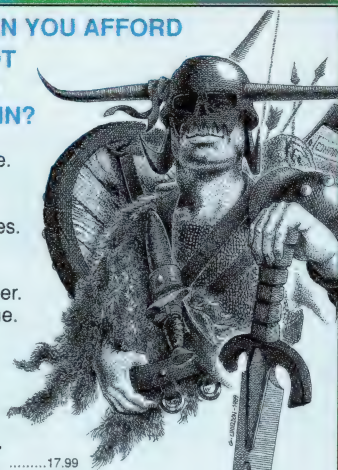
Yo! My main Troll. I need some real help on Manhunter 2 and seeing how you are the best adventurer this side of Daventry, I come to you for help. On Day 2 how do you get on to the pier? How do you get into the private club, and how can you get past the rat in the pipe by the pier? Also, I have tried everything to get into the Ferry Building and the Laundry.

Mark Leitch, Slough

Looks like nobody wants to let you in anywhere. Maybe we both have the same problem. When did you last change your socks? Well, the good news is that on Day 2 you can't get into any of the locations you've mentioned - which no doubt accounts for your difficulty! What you should be doing is using the muzzle to get into Tad Timov's apartment. Getting

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through the temple sequence and escaping by snatching a scroll and jumping out the window, going East from the temple and solving the mystery of the tobacco pinches. You can then round off a fun-filled day by beating 10 bells of hell out of the waxwork dummy with a mallet. There now, what bits did you omit from that little lot?

Sighs From The Bridges of Venice

What a game MURDER IN VENICE is, I can't stop playing it but I'm stuck! stuck! stuck!

Please help or I will have to go to Venice itself to find the well.

I can't find the well no matter where I click on the screen. Also where is the corridor?

I don't know the code for the work site.

I can't speak foreign languages (what does the letter from Mr. Hofling mean?)

If I use the make-up facility to look like one of the characters will the other characters treat me like that character?

How do I defuse the bomb?

Sean Mackay, Oxford

Now here is a game which proves the point that one human's meat is another Troll's garbage. I can't answer any of these questions because after playing the game for 30 mins I decided that it was complete rubbish and I threw it in the moat! Since then I have read a number of glowing reviews and your letter has made me feel decidedly uneasy about my initial decision. I have attempted to retrieve the situation by asking Infogrammes to send me a solution to the game, but as usual in this business I got lots of nice words but no solution. If anybody can help, send it in. Who knows what the Troll will send you in return? Well actually I do know, but that would spoil the surprise!



What big teeth you have grandma. When visiting the elderly lady, make sure she's not really a wolf in a dressing gown. If it's okay, give the old dear some hot soup.

There are monsters and there are monsters. Some are easy meat, others like this stone golem is a more than a fair match.



Letter of the Month Bloodwych Maps Revealed At Last

This morning my favourite ST magazine fell through the letterbox and, as is my wont, I immediately turned to the dark and dank Dungeons and Disk Drives pages. Imagine my anguish as I read a plea from your very good self asking, nay pleading, for a map of that wonderful game BLOODWYCH. How could a mere mortal such as I ignore your cries? I straightaway delved into my collection and unearthed my treasured copy of the paths through the dungeons. These are the pages you will find closeted with this missive. If you still have any problems please feel free to contact me.

Harry Maton, Croydon

Great, bulging warts, what an unusually respectful human you are! I can't get over the number of maps you've sent, no wonder we were forever getting lost.

Trouble is I suspect we won't have any excuse now for not returning to the game and finishing it. Fear not, such deeds shall not go unrewarded. You are hereby awarded 'Honary Trollship' which entitles you to leave your bedroom like a pigsty at all times and fart under bridges.

P.S. Mitch insists that I send you some free software. I told him that you would be thrilled enough with Troll Status, but he won't listen. Humans!

Man Overboard In MINDSHADOW

I've managed to get onto the pirate ship in the MINDSHADOW game, but I can't get off again. How do I persuade the Captain to stop the ship and let me off? I can get the meat-cleaver if I need it and the tarpaulin which is in the lifeboat.

Roy Wilson, Co. Antrim

'I can get the meat-cleaver if I need it!' What an unusual statement from a human. Don't you know the first rule of human adventurers? 'If it ain't nailed down - take it!' I can see you'll need a course on 'Greed and Thoughtlessness' if you are going to rise in the ranks of adventurers.

Well, the Captain is also a human so there is no use trying sweetness and charm to stop the ship, you'll just have to take action on your own behalf. For a start get the cleaver and use it to hack through the anchor chain (yes that's what I thought as well!) You also need to TAKE CANVAS, EXAMINE CANVAS. Leave the ship's boat and go S,S,E,E and LOOK TELESCOPE. Now you will see another ship which is just the transport you need to get home. You have already found that the Captain will not stop the ship so you must take a chance. Move N,N,E,E, take a big breath and start swimming.

No Help From The Templar In IRON LORD

How can I get the Templar's help in IRON LORD? I have won the arm-wrestling competition and was told I had shown my strength, but what else must I do? I've helped everybody else, but I need the Templar's help to win the war.

I have finished CHAOS, can you tell me if many other players have finished it as I do not know anyone else in Iceland who has finished. Thanks, from your brave adventurer in Iceland.

Magnus Tharlacius, ICELAND

I'm stuck with this question because someone upstairs decided IRON LORD wasn't an adventure. I can only appeal to other humans to help out, but I wouldn't hold your breath!

As for CHAOS, yes, there are a few who have finished it - a few thousand! I'm not surprised that you are the only one who has completed it in Iceland, everyone knows that reindeers are useless at casting spells.

Paying The Ghostly Ferryman In Kings Quest II

I am unable to get across the poisoned lake in Kings Quest II. I am also unable to get into the Antique Shop because it's closed. Does it ever open? Whenever I try to save my game position I get the message 'Enter the INIT Disk'. What the hell's the INIT Disk?

BAZ.

Well not only are you a silly human, you are also a naughty one. The reason you can't SAVE is because the game recognises that you are using a COPY instead of an original disk. All you need do is insert the original Disk 1

and all will be well. What do you mean you ain't got an original Disk 1?

The Antique Shop opens after you have completed some of the initial tasks, so forget about it for now. There are two means of getting across the lake and both involve the ghostly boatman. Before you go for a boat ride I suggest you pay a visit to the Dwarf's house which is located near the bridge across the gorge. If you time your visit right he will be out and you can steal some jewellery from his chest and chicken soup from his stove. (Did you know that chicken soup is also known as Jewish penicillin!)

You could pay for your passage across the lake with a piece of the jewellery, but a neater way is to visit your granny and give her the soup. She'll reward you by letting you look under her bed, and guess what you'll find - a Dracula's cape and ring. If you wear these the boatman will think you are the boss and take you across for free.

Happiness Is A Warm SNOOPY Solution

I enclose what must be the first completed solution to THE SNOOPY ADVENTURE as you'll probably need it (heel heel!). I think your review of the game in ST ACTION was unfair as it should have received 100%.

Can you please answer the following MENSA questions.

1. When will Leisure Suit Larry III be available?

2. I have completed Police Quest II, but what bothers me is that I am forced to kill Jessie Bains to complete it. Is there no way I can 'cuff' him to win?

David Mateer, Belfast.

Look, Sunshine, it's bad enough getting blamed for what I do but I'm not putting up with getting bashed for things I didn't do. Who said I had any-

thing to do with reviewing SNOOPY? Look again at the names in the Comment slots and tell me if you can see one signed T.Roll. Mind you, I hate dogs because they look a bit too much like goats for my liking.

Larry III is now available, but don't ask me anything about it as Mitch decided that only he and Edna are old enough to look at the naughty bits.

As for being squeamish about putting a couple of well-placed holes in Jessie, well I can't help there. After all the heart break he caused me, I would have preferred a solution that involved stuffing him under Evil Edna's bed for a month, but no such luck.

Getting Your Money's Worth From The CHAOS Slot Machine

In Issue 24 I read a tip in your section about the 'Mace of Order' seeming to help you move faster. Well I have found this weapon in CHAOS and I find that when you hold it in your fighting hand it adds 4kg to your carrying ability. I found this weapon in the room below the Diabolical Demon Director. In this room there is a slot for Coins. Put money in the slot and then move two paces to the right, move forward through the illusion wall and turn anti-clockwise. Here you will find the altar where the weapons appear.

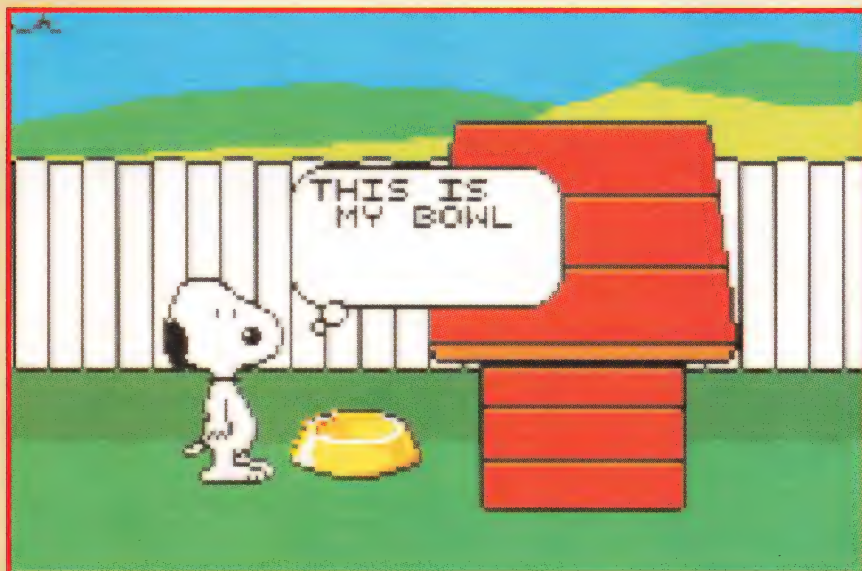
Christopher Wood, Oldham.

Yes, I know that rotten slot machine only too well. I put a fortune in the slot and never won anything! It was days later that we finally stumbled on the altar and by that time it looked like Christmas Day in the Dungeon. We could hardly carry all the goodies we found. I wonder if you found the other small alcove we found in a corridor? There is one where you can walk through the wall only to find three solid walls behind it. If you then stand and wait a little longer the solid wall opens for a moment to reveal another alcove with an altar in it.

One item thrown under my bridge this month was a packet containing two disks of adventure solutions. One of the two is devoted to Bard's Tale I. The other has a range of adventure solutions plus a few fighting fantasy games. At £2.50 per disk they are obviously extremely useful to the would-be wizard. Contact John at, 32, Merrivale Rd, Rising Brook, Stafford. ST17 9EB.

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Greetings to thee, entities. It's been a pretty cool day here, what with England winning the footy in the last minute of extra time, and then my writing that zarjaz new explosion routine... Not that I'm a great football fan, but it is the World Cup and, as both Peru and Wales aren't in it this time one might as well watch out for England, especially as one has the projection video to watch out on.

The zarjaz explosion routine was even more satisfying though. I've been plugging away at Defender 2 for awhile now, and I've now implemented virtually complete versions of Defender and Stargate (the idea is for the game to consist of my new stuff - Defender II - plus definitive versions of classic Defender and Stargate). Everything was in there, Stargate, Warp, Yllabian Space Guppies and all, but as I was playing the game it didn't feel, well, Williamsy enough. I couldn't quite put my finger on what was wrong.... Anyway, I decided to come back to that problem later - plenty time to tweak playability - and do something I've been meaning to do for a few days now, namely implement an extra explosion type. I'd been using my Pretty Explosion routine, all fancy rotations and scaling, very pretty but a bit slow. My new routine was a 32-pixel linear expansion job, no sines but with 32bit integers for smoothness, much closer to Williams' original Defender explosions. So I wrote my routine, hooked it in, assembled up, downloaded and started a game of Stargate. I was very satisfied indeed to find that, not only did the explosion routine do what it was supposed to do without any nonsense with bus errors and such, but also the playability problem had just vanished in a cloud of pixels. The game just oozes Williamsness now. The problem was that Pretty Explosion was slow enough to glitch out the frame update quite a bit when there was a lot of stuff on the screen exploding, and let's face it, in the middle of a high level of Stargate there is likely to be a lot of stuff on the screen exploding all the time, because if it ain't exploding then pretty soon you will be. The linear expansion job was fast enough that it barely ever touched the frame update, with the result that even a fairly well-loaded screenful of Stargate runs smooth as a baby's bum. Zarjaz

indeed, and it just goes to show how sensitive the playability threshold for a game can be, when changing something only indirectly related to the gameplay can have such a dramatic effect. I'll save Pretty Explosion for the likes of motherships and other such one-off disintegrations, and I think with a little massaging the new routine can be made to perform even better.

Everyone should get into programming games. It's a lot of fun, it's easy (if you have a zarjaz tool like Devpac Developer it is anyway) and it can be very satisfying to see Humanoids boldly going where no Humanoid has gone before. Defender on the ST! Not Star Ray, not Anarchy or Andes Attack, but real honest-to-God Defender! Yeah!

I've got some wicked stuff to put in Def II as well - I nicked one of the best bits from Konix AMC, the Smart Lasers, for use as a bolt-on weapon; since Konix AMC looks unlikely to see the light of day in the immediate future I might as well salvage something from it. Smart Lasers are a bit like the Death Blossom in Last Starfighter - lightning bolts shoot out from your ship in all directions zapping everything in sight. Unleash 'em on a cluster of four Pods and watch the fireworks when all the little Swarmers come out...

In between the coding, I've been finding time for 'Mr Heli' on the PC Engine, 'Super Mario Bros II' on the Nintendo (excellent game but you have to set aside at least two hours for a decent game and there are bits of it which will put your blood pressure through the roof - and don't keep an axe handy 'coz you're liable to take it to the Nintendo when you've just slithered into another meanie on Ice World) and 'Gauntlet 3' on the Lynx. Gauntlet 3 has got me well addicted at the moment; it's an excellent game despite the fact you can only fire one bullet at a time. The added complexity of having to acquire an inventory of potions, spells and food works well, making the game more than just an arcade blaster, it's almost like a proper dungeon RPG. Now I'm impatient for my Lynx-owning mates to get copies so we can get a team together and get down those dungeons and kick some serious monster ass.

While I'm on about Lynxes and consoles, I hear that over in the USA the PC Engine (aka the TurboGrafx) isn't blowing everyone's mind and cleaning up as one might have expected. Apparently the problem is much like that which made Nintendo's entry into the UK

market such a damp squib and allowed Sega to get a good foothold - despite there being billions of PC Engine titles, only a few have been released in the US for the Grafix, and imported Jap stuff is incompatible. While it is a shame to see such a funky machine failing to do well, it bodes well for the Lynx: the Yanks aren't waiting with drooling tongues hanging out for the pocket PC-Engine, they're getting on with the serious business of buying Lynxes; Nintendo and Sega both promise colour handhelds Real Soon Now, but meanwhile Lynx is out there kickin' and Atari's headstart gets bigger all the time.

Meanwhile, the next phase is tooling up, with machines like the FM Towns, IBM's PC Junior II (which is rumoured to be a lot like the FM Towns or may even BE the FM Towns depending on who you listen to) and the Commodore Amiga Baby aiming to put CD-ROM and multimedia in everyone's house just like everyone has a VCR now; read-write CDs just around the corner and Sony introducing their Bookman CD-ROM viewer; groovy new stuff like CD-I... the Information Revolution continues apace; we've come from one K'sworth of ZX80 program on a knackered C6 cassette to half a gigabyte of information on a silver disc... and in the future, who knows? Flat-screen wall video systems, high-bandwidth digital comms networks like we have 'phone networks now, bodysuits, Cyberspace, the Wired Society.... I can't wait!! I want to see all those technophobes having to EAT their vinyl records and valve amplifiers, renounce their no-synthesisers-please-we're-British woolly-jumper Real Ale silicon-fearing way of life and accept that THE FUTURE IS DIGITAL!!

One thing's for certain though.

Somebody, somewhere, will still be playing Defender.

— Y a K



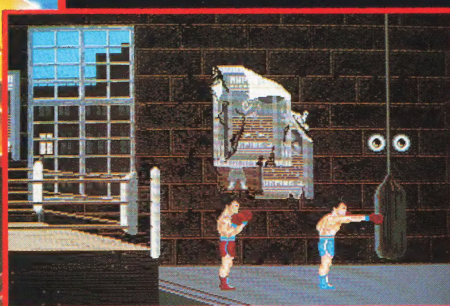
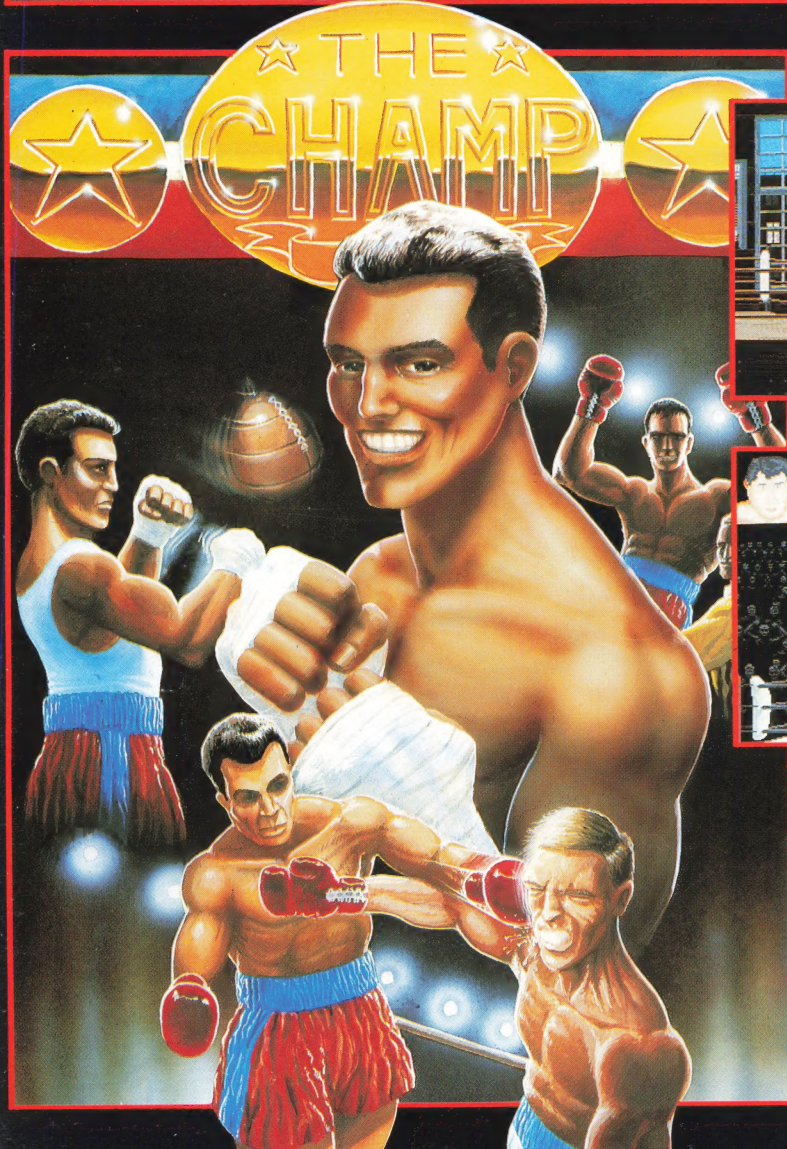
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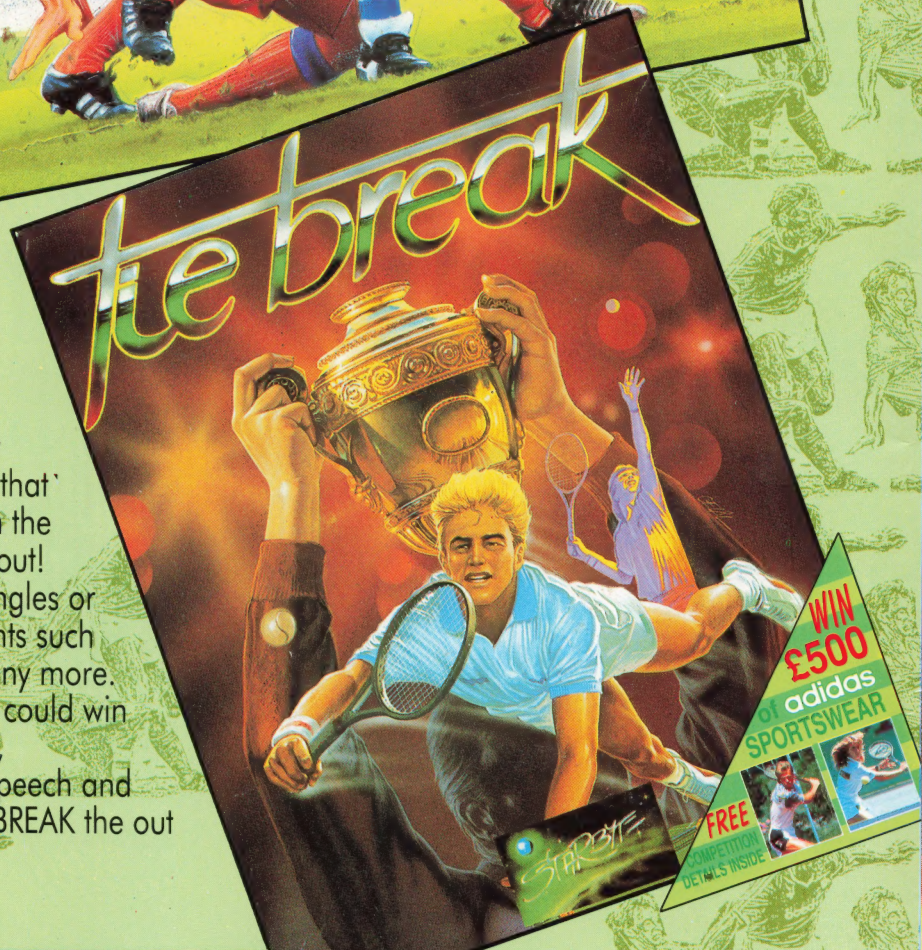
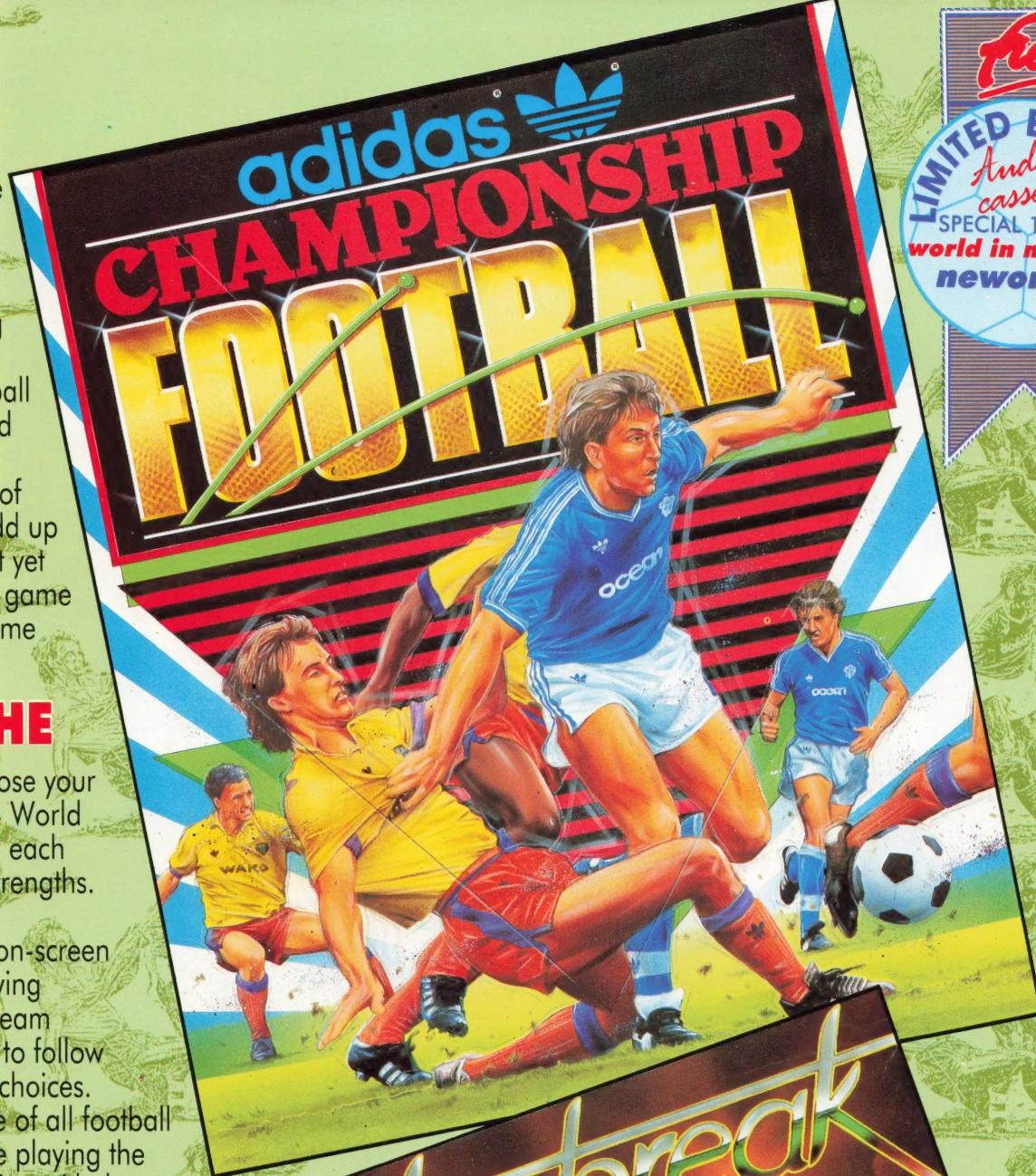
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